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MAGAZINE

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EXCLUSIVE REVIEW!

BANJO -TOOIE

RARE'S BEAR AND HIS AVIAN ACCOMPLICE
ARE BACK ONE MORE TIME ON THE N64!

PLUS REVIEWS OF...

MICKEY'S SPEEDWAY USA TIGGER'S HONEY HUNT

MIDWAY'S GREATEST ARCADE HITS, NFL BLITZ 2001,
POKÉMON PUZZLE LEAGUE AND LOADS MORE INSIDE!

PLUS
INSIDE:

HEY YOU, PIKACHU!

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and no ordinary animals
at that!



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Battle Zone
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Bio Freaks
Blast Corps
Body Harvest
Bomberman 64
Bomberman Hero
Buck Bumble
Bust a Move 2
Bust a Move 99

C-03
California Speed
Carmageddon
Castlevania
Castlevania
Chameleon Twist
Chameleon Twist 2
Charlie Blasts Territory
Chopper Attack
Clayfighter 64
Com. & Cong. 64
Cruis'n the World
Cruis'n USA
Cyber Tiger

D-04
Daikatana
Dark Rift
Deadly Arts
Destruction Derby 64
Diddy Kong Racing
Donkey Kong 64
Doom 64

Duel Heroes
Duke Nukem 64
D. Nukem: Zero Hour
E-05
Earthworm Jim 3D
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Excite Bike 64
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F1 Pole Position
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FIFA 64
FIFA '98
FIFA '99
Fighter's Destiny
Fighting Force 2
Fisherman Bass Hunt 64
Flying Dragon
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F-Zero X

G-07
Gauntlet Legends
Gef
Glover
Goeman's Great Adv.
Goldeneye
Golden Nugget 64
GT 64 Champ. Edition

H-08
Hexen
Hot Wheels T. Racing
Hybrid Heaven

I-09
Iggy's Reckin Balls
In-Fisherman Bass H. 64
Int. Super Soccer
Int. Track & Field 2000
ISS '98

J-10
Jeopardy
Jet Force Gemini
Jikkyou World Soccer
J-League 11 Beat 97

K-11
K. Griffey Jnrs. Slugfest

Killer Instinct Gold
Knife Edge: Nose Gun.
Knockout Kings 2000
K. Bryant in NBA Court.
L-12
Lego Racers
Lode Runner 3D
Lylat Wars

M-13
Mace: The Dark Ages
Madden 64
Madden NFL '99
Magical Tetris Challenge
Major League Baseball
Mario 64
Mario Golf
Mario Karts
Mario Party
Mario Party 2
Micro Machines

M. Piazza's Strike Zone
Milo's Astro Lanes
Mischief Makers
Mission Impossible
Monopoly
Monster Truck Mad. 64
Mortal Kombat 4
M. Kombat: Sub Zero
Mortal Kombat: Trilogy
Multi-Racing Champ.
Mystical Ninja

N-14
Nagano Olymp. Hockey
Nagano Wint. Olympics
Nascar Racing '99

NBA Courtside
NBA Hangtime
NBA Jam '99
NBA Live '99
NBA Live 2000
NBA Zone '98
New Tetris
NFL Blitz
NFL Blitz 2000
NFL Quarterback '98
NFL Q'back Club 99

NFL Q'back Club 2000
NHL '99
NHL Breakaway
NHL Breakaway '99
Nightmare Creatures
Nuclear Strike 64
O-15
Ocarina of Time
Off-Road Challenge
Olympic Hockey '98
Operation Winback

P-16
Paper Boy
Penny Racers
Perfect Dark
Perfect Striker
Pilot Wings
Pokemon Snap
Pokemon Stadium
Powerful World Soccer 3
Premier Manager 64
Pro Baseball King
Puyo Puyo Sun 64

Q-17
Quake 2
Quake 64
Quest 64

R-18
Rainbow 6
Rakuga Kids
Rampage Universal Tour
Rampage World Tour
Rayman 2
Ready 2 Rumble Boxing
Resident Evil 2

Revolt
Ridge Racer 64
Roadsters
Robotron 64
Rugrats: Scavenger Hunt
Rush 2 Ext. Racing USA

S-19
S.C.A.R.S. 4
San Francisco Rush
Shadowgate 64
Shadowman
Shadows of the Empire

SimCity 2000
Snowboard Kids
Snowboard Kids 2
South Park
South Park Rally
Space Dynamites
Space Station: S. Valley
Star Fox/Lylat Wars
Star Soldier

Star Wars: Racer
Star Wars: Rogue Squad.
Super Man
Super Mario
Super Robot Spirits
Super Smash Brothers
Supercross 2000

T-20
Tarzan
1080 Snowboarding
Tetrisphere
Tonic Trouble
Tony Hawk's
Top Gear Overdrive
Top Gear Rally
Top Gear Rally 2

Toy Story 2
Triple Play 2000
Turak - Rage Wars
Turak 1
Turak 2
Turak 3
Twisted Edge S'boarding

U-21
Universal Tour

V-22
Vigilante 8
Vigilante 8 2nd Offence
Virtual Chess 64
Virtual Pool 64
V-Rally 99 Edition

W-23
Waialae Country Club
War Gods
Wave Race
W. Gretzky's 3D Hockey
W. Gretzky's 3D H. '98

WCW Mayhem
WCW Nitro
WCW/nWo Revenge
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Wetrix
Winback: Covert Ops
Wipeout 64
World Cup '98
World Driver Champ.
WWF Attitude
WWF War Zone
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X-24
Xena Warrior Princess
Xg2

Y-25
Yoshi's Story
Z-26
Zelda
Zelda: Majora's Mask



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Meet the Team!

EDITORIAL



We thought Christmas had come early this issue, when no less than seven N64 games arrived in the office for review. Then we realised that it actually *was* Christmas and all calmed down a bit. By the time you read this, of course, Christmas will be over for another year (unless my proposal for extending it indefinitely throughout the whole of 2001 as a sign of peace, goodwill and an excuse to go to lots of parties and stay in bed late in the mornings has been acted upon) and in fact we spent most of this month recovering from the Paragon festivities – which were a little wild, we don't mind telling you! At one point Paul (having downed two halves of shandy in just under an hour) leaped to his feet and tried to get everyone to participate in a game of *Twister*, the crazy, wacky fool! Oh the fun we had...

The major news this issue of course, has to be the arrival of *Banjo-Tooie*. Yes, okay, we've got lots of other games too (and some rather tasty ones at that) but it's fair to say that the famous bear and his foul-mouthed, feathery friend are the two stars that most sane gamers have been waiting for since the first rumours of a sequel to *Banjo-Kazooie* started doing the rounds. We're happy to say that after what seems like a very long wait, the game is everything we were hoping for... and more. Rare have in fact been doing their usual trick of producing absolutely stupendous games, because *Mickey's Speedway USA* is no slouch in pretty much every department that counts, either!

With so many N64 games in this issue, each of which was crying out for extensive coverage, we've had to find a bit of extra space from somewhere and hence a few of our regular sections are missing. Fret not however, because they'll be back from their vacations next issue, relaxed and refreshed... er, unless we get another massive boatload of new titles arriving in the office for review!

That's about it for now. Oh... apart from wishing you all a very Happy New Year and to say that we hope you'll stick with 64 MAGAZINE in 2001. There's a very bright future ahead for Nintendo, and we intend to be right there alongside

them to see it!

Roy Kimber, Editor

(Handwritten signature of Roy Kimber)

This issue we have mostly been... recovering from the office party!

03



Roy

In the aftermath of the Christmas festivities at Castle Paragon, Roy mysteriously vanished for about a week. He was discovered after Paul complained of strange noises from the editor's computer, and the IS department guy who came to fix the fault found him asleep under the desk, still nursing a hangover. The noise? Not the computer, but Roy's snoring!



Nicky

Nicky partied the night – and most of the morning – away at the annual Paragon knees-up, and then proceeded to regain her usual glamorous image through the use of several rather strange salad-related facial treatments. Within just a few hours of the first day back at work, she was soon her old radiant self, putting everyone else to shame!



Paul

While everyone else in the office suffered from hangovers and various other assorted alcohol-related ailments, Paul remained surprisingly chirpy. Only the day after the big Christmas bash in fact, 64 MAGAZINE's staff writer was at his desk bright and early with nowt but a bottle of coke to ease his mildly-fevered brow. Unfortunately he'd forgotten it was a Saturday.



Alex

Young Alex had one of his first tastes of alcohol (or so he claimed) at the Paragon Christmas 'do' and it didn't have a very pleasant effect on him. He spent several weeks afterwards wandering around the office in a pair of shades, clutching his head and moaning rather loudly. From now on, he's restricted to Lucozade!

Let Us Not Forget...

Fourth on our roll call of 64 MAGAZINE contributors, we come to a very, very important individual without who's dedicated efforts the magazine would almost certainly never make it out on time... we're talking of course about the coffee machine. And not just any coffee machine! For the 64 MAGAZINE 'vendomatic' (or Alfred, as he is affectionately known) not only dispenses coffee, but also a range of fizzy drinks, hot chocolate and even a number of hot soups, enabling staff to actually survive almost indefinitely within the office, never needing to venture into the outside world and thus ensuring that deadlines are met!



COR!



64 contents

MAGAZINE

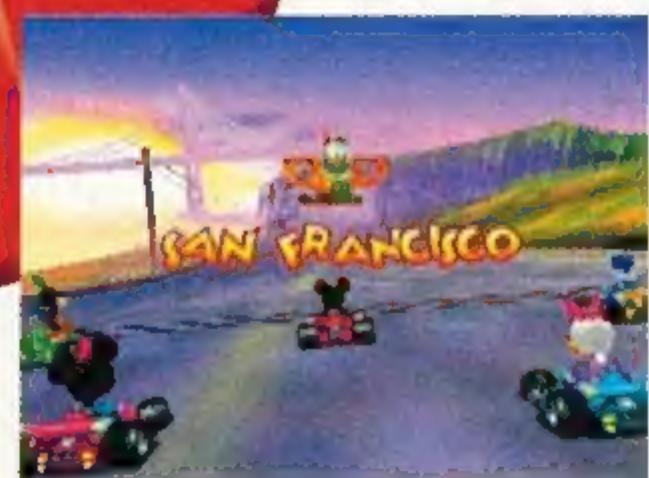
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WE'VE BEEN OVERRUN BY CARTOON ANIMALS!

Mickey's Speedway USA

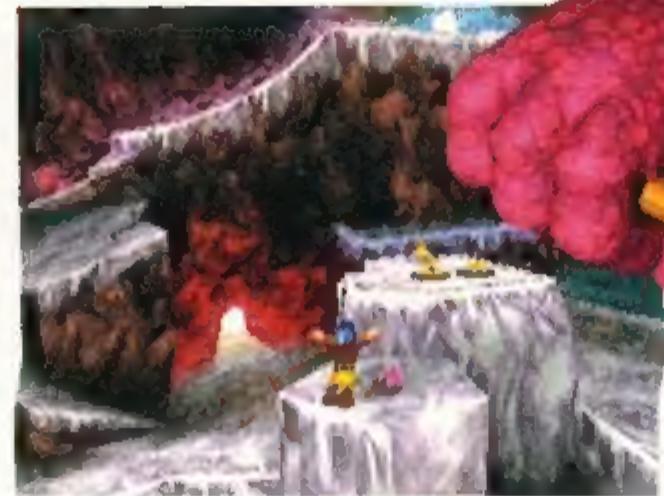
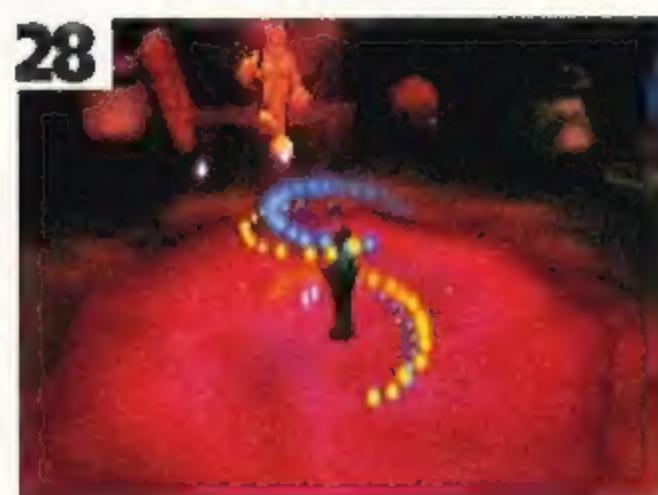


It's chaos on the roads as a bunch of cartoon animals set out across America in their supercharged go-karts...



Banjo-Tooie

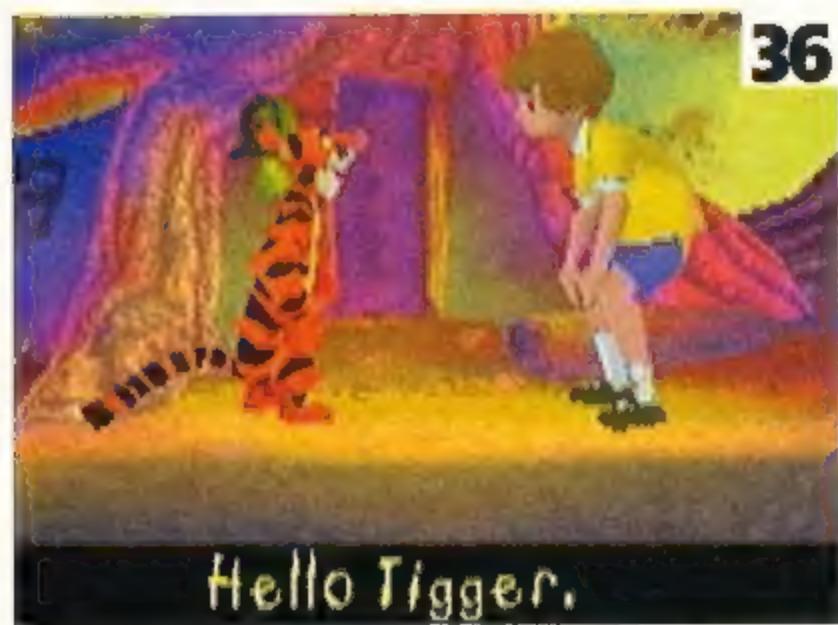
Yes, Banjo and his feathered friend are back! Finally we can unlock the riddle of the Ice Key...



You can contact 64 MAGAZINE at: 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth, BH1 2JS or email us: 64mag@paragon.co.uk or via our Web site at www.totalgames.net.



TIGGER'S HONEY HUNT



Hello Tigger.

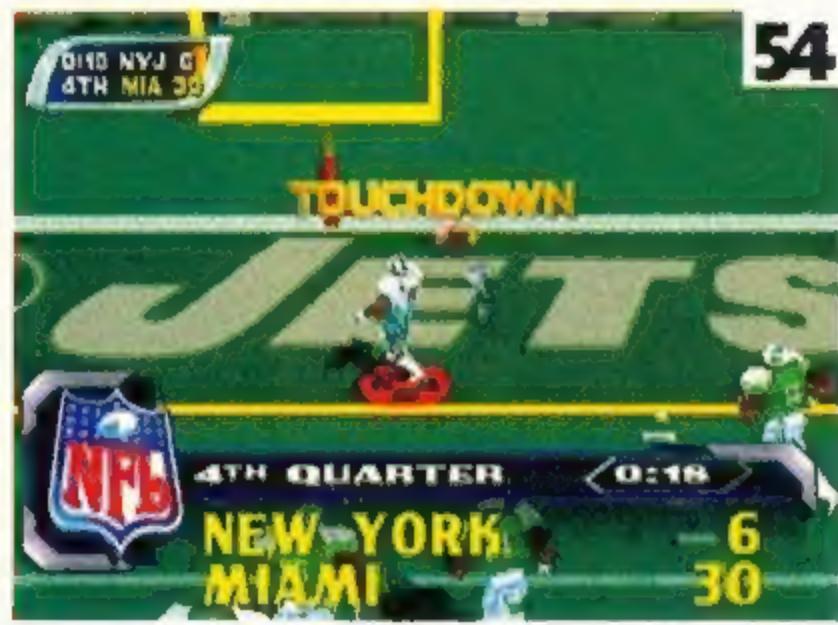
Disney's bouncy stuffed tiger springs straight onto the N64, on the lookout for fun.

POKÉMON PUZZLE LEAGUE



The Pokémon go all Tetris in this brain-scramblingly addictive arcade puzzler!

NFL BLITZ 2001



The American sport that no-one else really understands gets the Midway arcade treatment for a second time.

HEY YOU, PIKACHU!



We get our hands on a small, yellow Pokémon and give him a good talking to!

MIDWAY'S GREATEST ARCADE HTS



Remember when coin-ops used to cost just 10p a go? You do? Then you're gonna absolutely love this collection from Midway...

CANNON FODDER



Negotiations are over as war breaks out on the N64's little brother. It's violent, it's bloody, it's heartless... and boy, is it fun!

Quick Search...

Use our coloured section headings to find the pages you want. Fast!

64SIGHT

Star Wars: Battle For Naboo	14
Pokémon Stadium 2	15
Rugrats In Paris	16

REVIEWS

Mickey's Speedway USA	20
Banjo-Tooie	28
Tigger's Honey Hunt	36
Hey You, Pikachu!	42
Midway's Greatest Arcade Hits	48
NFL Blitz 2001	54
Pokémon Puzzle League	60
Cannon Fodder (GBC)	66
The Mummy (GBC)	67
Lego Alpha Team (GBC)	68
Lego Stunt Rally (GBC)	69
The Grinch (GBC)	70
Supercross World Championship (GBC)	71
Airforce Delta (GBC)	72

GAME BUSTERS

64 Solutions Complete A-Z of Cheats	78
Scorezone	74

REGULARS

64 Showcase	06
When I'm 64	10
Total Game Boy Color	65
Special Offers	90
Subscriptions	91
Nindex	92
Next Issue	98

THE G2 SHOWCASE



What! no D-Pad?



Nintendo's graphics partner, ATI, recently attended an event called the Comdex show. It had its own booth there, and was proudly displaying a Gamecube, and a previously unseen version of the Gamecube controller. It left a lot of people shocked, as there was no D-pad on this version! Considering that a D-pad is essential for some games, *Nintendo* would be making a bad move to take it out. Secondly, the pad looked a lot less polished than the version everyone saw at the most recent Spaceworld.

Not to worry! We've spoken to *Nintendo*, and been assured that the pad on show was in fact a very early version. It seems that no-one outside of *Nintendo* will receive a proper pad just yet, as the design is not finalised.



Gamecube Titles Confirmed

Two very important companies have been advertising for people to come and work on specific titles for the Gamecube.

Firstly, Rare has placed an advert that shows off Miss Dark in all her rendered glory. Part of the advert reads, "One of our hottest properties, she needs constant attention to keep her at the top of her game." There's no way that the N64 will be treated to another first-person shoot-'em-up, so it can only be coming out on the Gamecube. Hurrah!

Secondly, Retro Studios has also run an advert this month, which includes a huge render of Samus from *Metroid*. Retro has blatantly stated that it is definitely developing the next *Metroid* game on Gamecube. Everybody knew that they were doing it, but it had never actually been confirmed before.

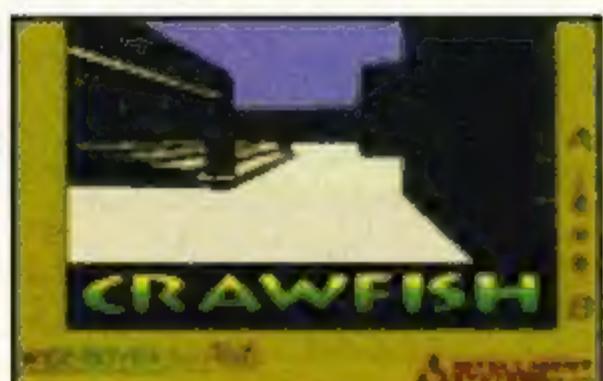
As usual, Nintendo wouldn't comment on the adverts - we'd like to know if they knew that these adverts were going to be happening. After all, Nintendo had said that they wouldn't be releasing any more information until E3 in May. Slapped wrists all round then!



Smells Fishy

Crawfish, a major developer on the GBC, has recently stated that it plans to push the GBA further than even *Nintendo* thinks possible. *Nintendo* has been touting the GBA as the ultimate 2D gaming machine, but has never said much about the 3D side of things. Crawfish plans to become one of the first developers to prove that the little handheld can shift polygons at a decent rate. With the shots that they've released so far, we've got no qualms about that. Check out the ones below to see what we mean. It

was rumoured for a while that Crawfish were developing a version of *Doom*. It now turns out that they are merely using the *Doom II* code to show off what the GBA can do. None of the weapons or monsters are in there yet, but it's looking good. The other games however, look well on the way to being finished. Apparently they are only technology demos at the moment, but surely they wouldn't stop developing what look like superb games. The F1 racing game is reported to be running with six cars



on screen and no slow-down! The biplane demo shows off the really smart scaling and shadowing abilities of the GBA. It isn't long now!

More GBA Shots

Okay, okay! We know that you've seen these shots before, but we managed to get hold of some clearer versions that really show off the level of detail that's possible on Nintendo's little baby. Both *Tweety And The Magical Jewel*, and *Top Gear GT* will be out in time for the Japanese launch date of 31 March. Mmmmm...



Take This!

European publisher Take 2 has announced that it will have two games ready for the Gamecube's predicted US launch date of October 2001. Among the developers that Take 2 has lined up is a company called Rockstar, a small team that has been handed the reigns for the next batch of *Grand Theft Auto* games.

Yet another huge publisher has confirmed games for the Gamecube – if all goes to plan, there's going to be an awful lot of games ready for the day of launch!

NO! SAY IT AINT SO



THE, holder of the WWF license, recently announced that it would be bringing its *Rugrats* franchise to Gamecube. If you don't recall the N64 version of the game, that's because it was rubbish – we gave it 44% a couple of issues ago. While it's certainly a good thing that publishers are starting to show interest in Nintendo's next-generation consoles, announcements like this aren't going to do Nintendo's 'kiddies games only' reputation any good. Granted, anyone who considers Nintendo games to be immature and unworthy of their attention is ill-informed, and will miss out on some of the greatest games ever created – sadly, there are far too many people with this outlook on games. Nintendo needs to keep announcements like this at a minimum. It would seem common sense to us that you would want to announce triple-A titles. Come on Nintendo. Either keep everyone quiet or let everything out – don't release information that's going to do you more harm than good!

Cat Scratch Fever

Developer NewKidCo is planning to release versions of *Tom and Jerry* and *ET* on the GBA later next year. The games are said to be in the early stages of development. This is great news – you may remember that the 64 MAGAZINE team absolutely loved *Fists Of Fury*. If the GBA version is anything like that, we're in for a real treat. A Gamecube version of *ET* is also planned for 2002.

Home Sweet Home

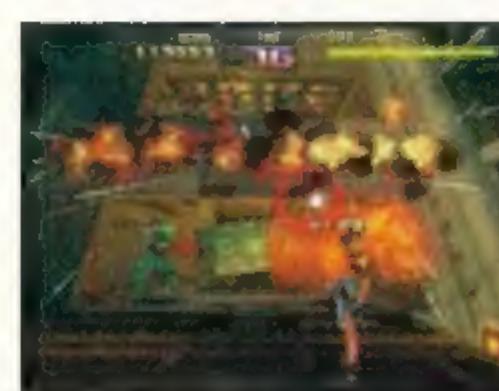
Nintendo has moved its base of operations to Kyoto, Tokyo. The new offices are much larger and more advanced than before. As you can imagine, the teams working inside probably have access to every piece of software and hardware that they'll ever need. All the better for us, then! Here's a piccy of their little cottage...



Reward The Sinners!

The Treasure-developed shoot-em-up, *Sin and Punishment* (which was only announced at Spaceworld) has been awarded the highest possible score by Japan's leading multi-format magazine, *Famitsu*. The magazine gave it a

Platinum Award. *Sin and Punishment* is out now in Japan, and is selling by the bucket-load. There is still no confirmed date for a US or PAL release – don't worry though, we'll bring you the full low-down on the Japanese version in the next issue.



Achi



DV-DOH!

08

As you may or may not know, Sony launched its Playstation 2 console in the UK this month – and guess what? They've stuffed up! As was the case in Japan, a fair number of people are buying into PS2 so that they can have a cheap DVD player. It now turns out that if you try to play DVDs through a SCART cable, you will get a green picture! Seeing as Sony recommends that you use a SCART cable to connect the console to your TV, they will now have tens of thousands of angry customers. What a shame (snigger). We can't see the problem being sorted out any time soon. Sony can't make enough machines as it is, let alone try to replace 80,000 faulty ones.



Win Tigger And Pals!

Ubi Soft managed to accidentally leave a copy of their latest Winnie The Pooh licensed title, *Tigger's Honey Hunt*, behind in the office, and so we thought we'd give it to you lot! First person drawn from the hat who answers the following question correctly wins the game, and five runners-up get their own fluffy, bouncing Tiggers.

Question: 'What's Tigger's pal, the son of Kanga, called?'

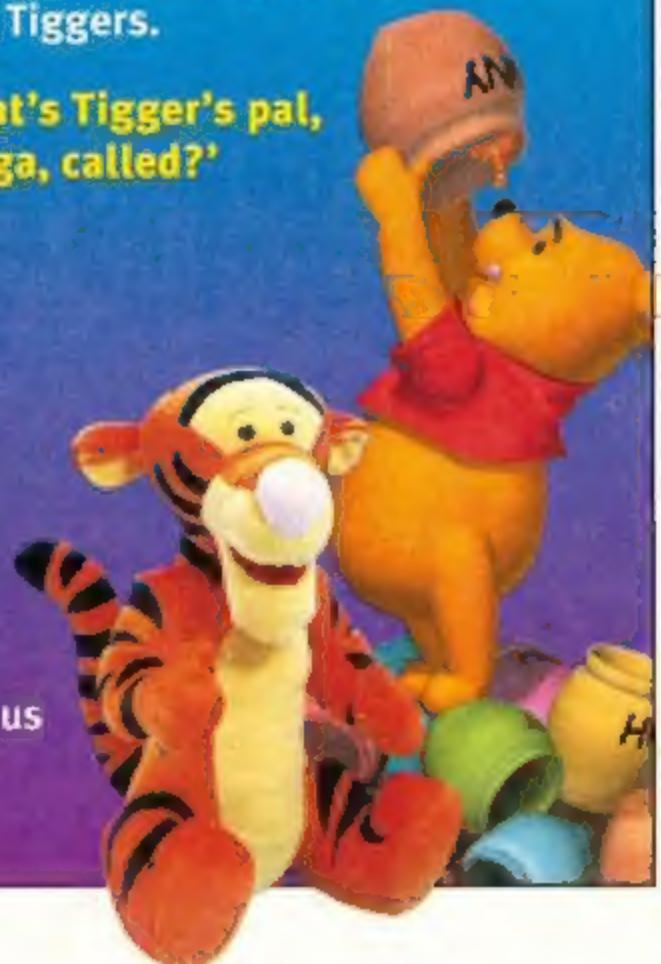
A: Pooh

B: Roo

C: Sue

Answers on a postcard to the usual address, marked Tiggers Are Bouncy!

Compo, to reach us no later than 25 January 2001.



Rare Gets Rabid

After playing through the American version of *Banjo-Tooie* this month, we've discovered a little secret addition that Rare has put in. Remember how Rare always put little clues as to what titles they will be developing next into their games? Well they've done it again. On one of the levels in *Banjo-Tooie*, you come across a frozen explorer. When you eventually unfreeze him, he goes back to his tent, which has none other than the *Sabre Wulf* logo on it! As some of you may know, *Sabre Wulf* was an adventure game that came out on the Spectrum back in the eighties – Rare were called Ultimate Play The Game back then. Anyhow, the explorer mumbles something as he's falling asleep. Check out the screenshot to see what he says and draw your own conclusions (dribble-drool-mmmm).



Eternally Gamecube's



In a recent interview, a spokesperson for Nintendo commented that they hadn't yet decided which platform *Eternal Darkness* and *Dinosaur Planet* would be coming out on. He was prompted to make this comment after being asked to explain why it was that both games

had disappeared from the N64's release schedule. This comes as a massive shock to everyone. Both of these games have been in development for a long time, and were looking very polished. While Nintendo hasn't said in any way that the N64 versions of these games have been canned, it's a

bit worrying that they should even have any doubts. We contacted the relevant companies as soon as we found out. Silicon Knights weren't available for comment, but a spokesperson from Rare told us that as far as they were concerned, *Dinosaur Planet* was still being developed as an N64 title. More news as we get it.



64 Magazine's Most Wanted

Conkers Bad Fur Day

We've been infected with Rare fever this month – *Banjo Tooie*'s awesome gameplay has really got us into that unmistakable Rare groove. That's why we're looking forward to anything Rare this month – no questions asked. *Conker's* going to be a corker, and you know it.



Dinosaur Planet

With this month's news that the potential *Zelda*-beater from Rare could well be ported over to Gamecube, we say NOOOO! It would be lovely to see it on Gamecube, but there's no way that we're going to wait that long.



Eternal Darkness

As the days become shorter and the darkness draws in, we begin to dream of monsters and demons, and cracking horror games like *Eternal Darkness*. The months really are dragging on...

Zelda GBA

We've been thinking about this constantly since we found out about it last month. *Zelda* on the Game Boy must be one of the most played games ever. Just imagine how many copies this is going to sell!



Star Wars Episode 1: The Battle For Naboo

It's so close. Merely weeks to go until Factor 5's hugely anticipated shooter comes laser-cannoning its way into the 64 MAGAZINE offices. Ahhh, Tie Fighter fire... like music to our ears.



64 MAGAZINE CHARTS

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This Month	Last Month	Game	Publisher	64 Mag Score
1	-	The World Is Not Enough	EA	94%
2	-	Zelda: Majora's Mask	Nintendo	95%
3	4	Pokémon Snap	Nintendo	88%
4	6	Pokémon Stadium	Nintendo	88%
5	-	Lego Racers	Lego Media	76%
6	1	Mario Tennis	Nintendo	92%
7	8	Perfect Dark	Nintendo	98%
8	9	Zelda: Ocarina Of Time	Nintendo	96%
9	10	Mario Party 2	Nintendo	81%
10	7	GAME Triple Pack	-	-

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to *Chart Compo 46*, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth BH1 2JS.

DVD review

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THE PERFECT STORM

GEORGE CLOONEY GETS SWORN UP IN THE STORM. FULL ON REVIEW ON PAGE 40

Gladiator

REVIEWED INSIDE! RUSSELL CROWE RAMPAGES THROUGH ROME!

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X-MEN

Mission: Impossible 3, U-571, TITAN A.E., THE SHAG, AND MORE HOT DVDS INSIDE!

IT'S BRITCINEMA! THE BRITISH FILM FESTIVAL IS ON THIS MONTH. SEE PAGE 41 FOR DETAILS

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When Tim



Got something you want to get off your chest? Then write in to us and let other gamers know what you think!

STAR PRIZE

The star letter each month wins a lorry load of N64 peripherals courtesy of Fire International.



Two N64 Joypads

Two 1 Meg Jolt Paks

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One SCART Lead

**WIN!
£120
OF N64 KIT!**

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Making Sense?

Dear 64 MAGAZINE,

To begin with I'd like to say to everybody out there: "The sixth sense is to know which console is the best, and the best games for it." Yes – you've guessed it, the N64! (Er... I'm not sure that's actually the correct definition of 'the sixth sense', but carry on anyway – Roy). All my friends say that the

PlayStation is the best, but of course I tell them where to go! We all know the Nintendo 64 has 64 bits (duh) and the fastest running speed out of the two. It's a FACT. The PlayStation has those annoying "Loading" Screens when you are about to play it.

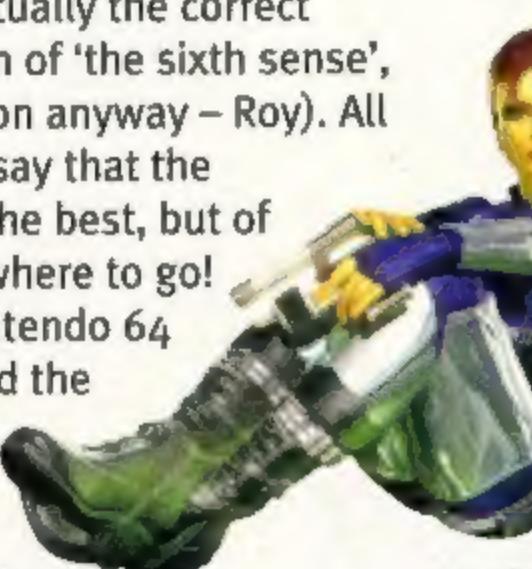
Moving on, I'd like to say that when I got *Perfect Dark*, just beforehand my mum made me wait the whole six week period before letting me get it. Evil, isn't it? But I didn't stop nagging her! I got it after the Summer holidays.

In the end when I turned it on it was just the best: it was stunning. The graphics were great (with the expansion pak of course). It was almost touching! I love it so much now and I'd

like to say THANKS (64 MAG team) for helping me through the game so far! The hints, tips and guides helped a lot. Thank you loads.

PS: *Operation Winback* is an import, right? Is it any good? Please tell me next issue, and I'd like to say thanks to all your readers for reading this too! Thank you.

Joseph Dymock, no address supplied.



Gosh, what a lot of thanks! Well I never, bless my soul! Oh my giddy aunt! What a rum do! Oops, sorry, having a bit of an Enid Blyton moment there. Anyway, glad to hear that someone appreciates the work we put into our guides! *Winback* was an import when we first reviewed it, but now it's out in the UK. And yes, it is pretty good, which is why we gave it 86%! Changing the subject somewhat... your mum wouldn't be called Charlie, by any chance, would she Joseph?

Do Not Guide Me!

Dear 64 MAGAZINE,

As much as I love your mag, I am sick of the huge, lengthy game guides and cheat sections in your mag. These guides don't just waste precious space in the

Prize Winner

Perfectly Mad!

DEAR 64 MAGAZINE,

I am getting very annoyed with how easy games are getting these days. I have 19 games for my N64, and have completed nearly all of them while on the SNES I have more games but have completed less. I would never get rid of *Super Mario World* on the SNES, but on *Mario 64* it was much easier getting all 120 stars than doing all 96 levels of the SNES version. This leads me to the question: will games on the Gamecube and Game Boy Advance be harder or about the same difficulty as they are now? I am planning to get both of them and I'm looking forward to it. Another thing is that hardly any new games coming out are original. *Blast Corps* and *Space Station: Silicon Valley* were both great games and I even like games like *Perfect Dark*, even if they are unoriginal. It's just that nowadays developers don't have any new ideas. A Bond game in the same style as *Metal Gear Solid* would be amazing. Congratulations on the mag, and keep up the good work.

PS: Do you have any places where you can get SNES or NES games? If so please give me the phone number?
James Crescenzo, Brighton



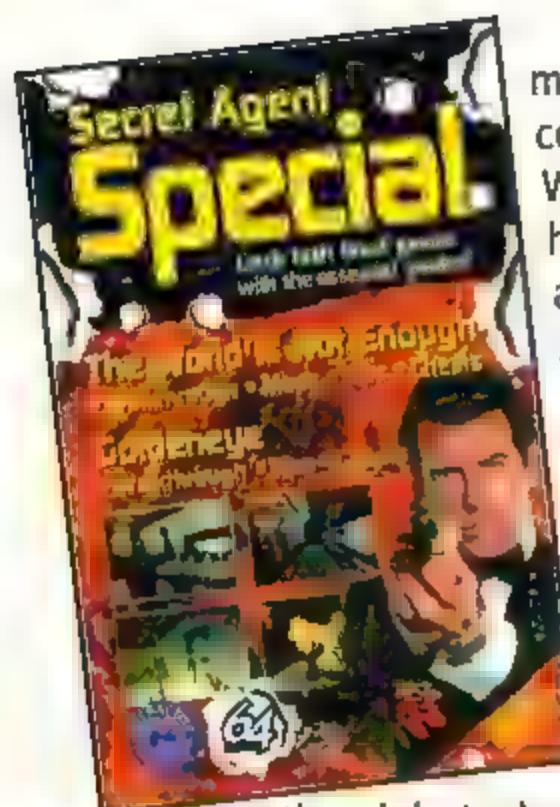
The difficulty level of games has always been a sticking point, James. In the 'good old days' of gaming, even before the SNES and NES, if you could finish a game in less than six months it was often considered too easy, and this was when paying £10 for a title was considered a lot! These days unfortunately, it seems that many people actually want their games easier so that they can get the satisfaction of finishing them, and it does seem the rule that games have begun to get easier, with companies making them bigger to compensate. At the end of the day though, this makes them more attractive to

a wider audience, and thus they sell more, which is what the games manufacturers want. As for games on the Gamecube and the GBA – with Nintendo's 'fun for all the family' policy, the chances are that the majority of the games won't be incredibly difficult, but there are bound to be a few tricky ones to keep the hardcore

gamer interested. As far as originality goes, we're all in favour of new concepts, but as to your suggestion – wouldn't a Bond game in the style of *Metal Gear Solid*... er, be exactly like *Metal Gear Solid*?

Oh... if you're looking to pick up some games for classic consoles, then you might want to try contacting the Videogames Centre on (01202) 527314... tell 'em we sent you!

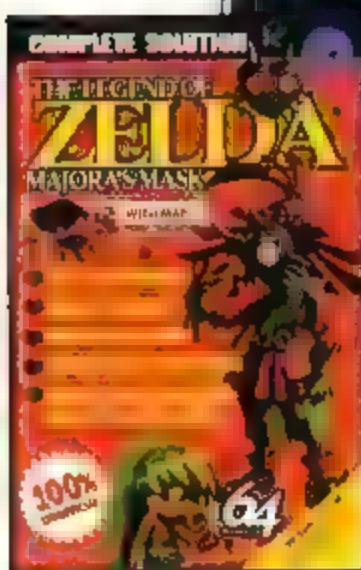




mag, but they completely ruin games! When a game has been held back again and again (*Zelda*, *Perfect Dark*, *Duke Nukem: Zero Hour* to name but a few) the last thing we want is for a magazine to publish guides that ruin them. I know that you are just going to say 'don't look at

them', but what you don't understand is that there is a strange compulsion to, and therefore any time we are stuck, instead of working it out, we instantly reach for the guide! PLEASE stop it! Myself and everyone I know feels the same, so we have sent a petition, which I hope you respond to.

Next is the huge A-Z of cheats section in issue 45. I



like cheats in magazines (not guides) but cramming the section with cheats for four-year-old games is both wasteful and pointless. The people who own these older games would already have the cheats, so why put them into the mag?

Getting back to the point of games being held back, I feel that holding *Perfect Dark* back was one of the best things Nintendo has ever done. A 30 June release meant that I had time to concentrate on my SAT exams. Had I been playing *PD* I would never have revised, and it meant that I had all of the holidays to play it. Cheers Ninty! It also means that a game is made truly world class, and with *Zelda* and *PD*, it seems to have worked! What I do hate though, is when completely finished games are held back for no reason, such as *Excitebike 64*. I really wanted to buy it in September, but now it's set for January 2001. What the hell? Do you have any info?

PS: The difference between a cheat and a guide (in case you think I'm contradicting myself) is that with a cheat, you still have to work out how to finish levels and bosses, but a guide does it for you!

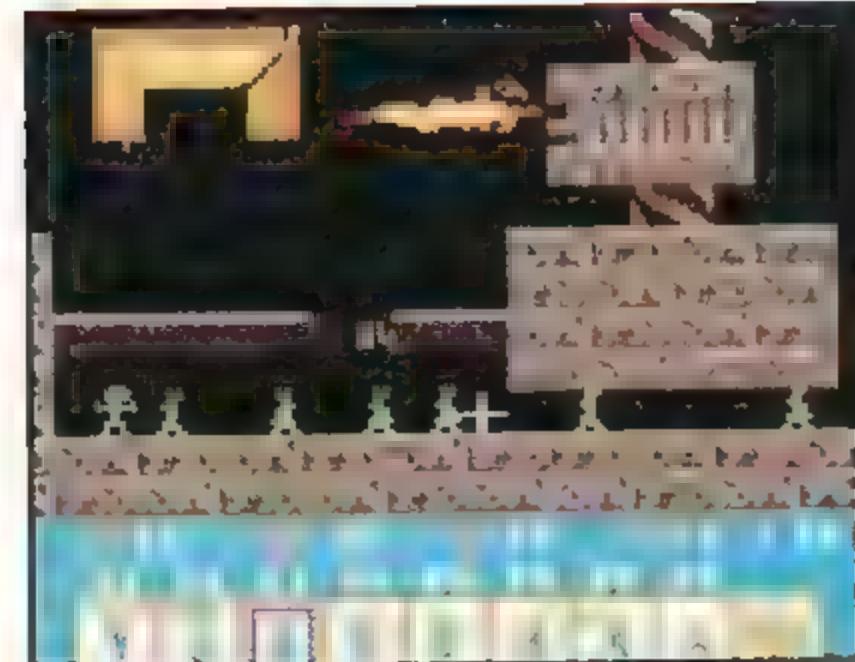
Dan Stringer, Stoke-On-Trent

Well cheers for the explanation Dan! How about: a guide is there for reference when you really hit a dead-end, but cheats let you just skip through the entire game without much in

the way of skill so that you can tell your mates you were the first to finish it? Sorry. Bit harsh. There is a place in this world for both cheats and guides, and if you don't want to use the guides and yet can't resist looking at them, then we suggest asking someone to hide them from you (your mum perhaps?) As for the A-Z of cheats, people are buying N64s and N64 games all the time, and 90% of enquiries that come from you lot are for cheats for 'old' games, so we figured an A-Z was the way to go! After seeing your petition we were going to stop publishing guides altogether, but then a handwriting expert took a look at it and declared that several of the signatures had been done by the same people! How could you try to callously mislead us like that Dan? We're gutted!

A Simple Soul...

Dear 64 MAGAZINE,
I know that loads of other people have told you that the big N is going down due to a lack of great games, but I have a reasonable solution. I say that all you need are simple games with addictive gameplay. Take *Bust-A-Move* for example: a simple game that kept me glued to my TV for hours. Or *Lemmings*,



also very simple, yet extremely addictive. Then there's *Bubble Bobble* which was one of the best games among all the others in history as far as I'm concerned. And of course there's the traditional *Super Mario* games that don't take that much skill but involve you for ages and ages and keep you interested until the end.

A good game isn't something that has spectacular graphics or wonderful surround sound, it's the gameplay that really counts. Who needs *Zelda* or *Banjo-Kazooie* and (dare I say it) *Goldeneye*?

Just because of the upgrading technology, gameplay is going down and graphics are going up. I reckon that in a few years or so the Nintendo controller will have two

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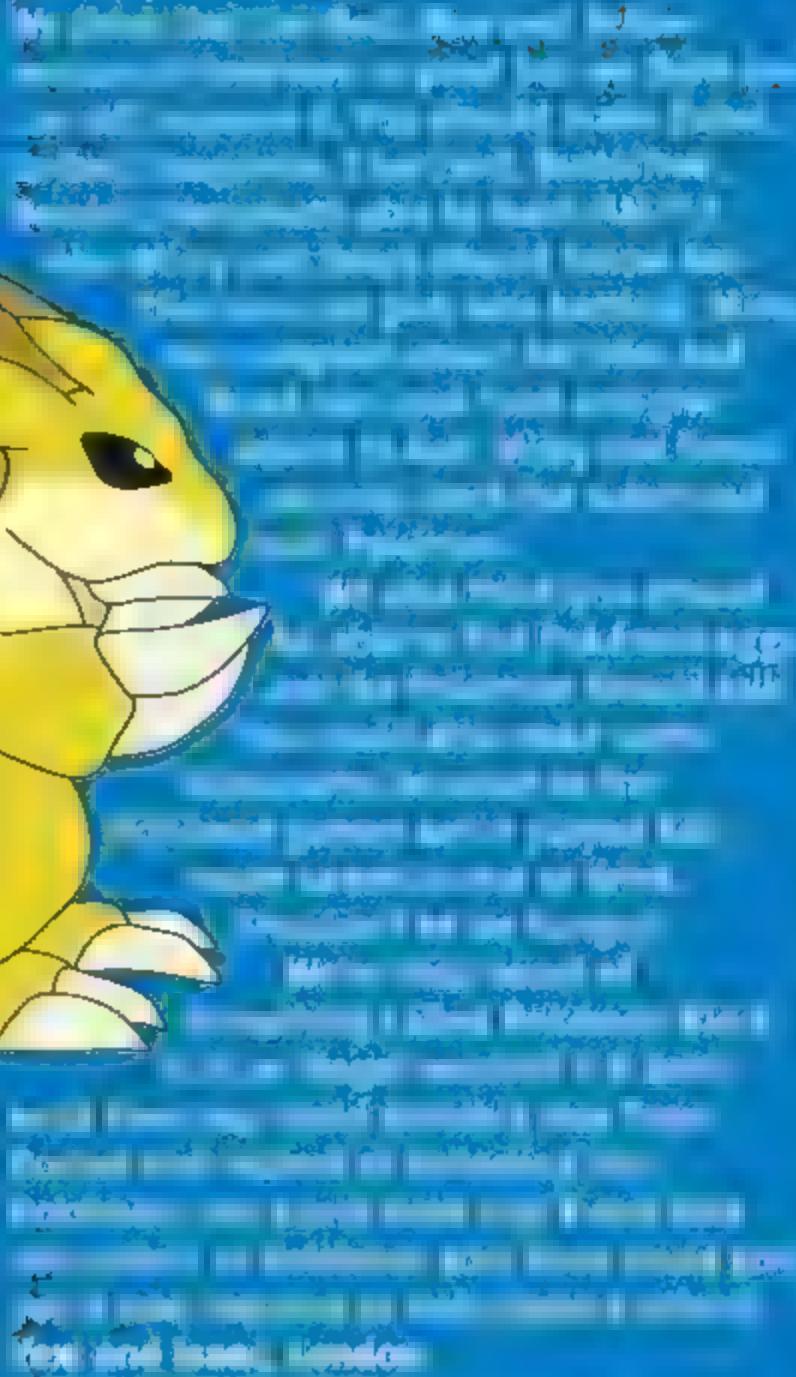


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Dear 64 MAGAZINE,



Hi 64 MAGAZINE. Right, right, good job, but exactly who did you think you were writing to? We're not sure, but we think you may have been playing *Pokémon* games just a little too long! Perhaps you should take a break for a bit, get out and get a bit of fresh air that sort of thing!

Michael Woodcock

Hampshire

We were going to do what we said in the last (thousand times and times again) review: review people's subjective opinions of a game. If they like it, they like it; if they don't, they don't. That said, they might always back up those opinions with some evidence in this journal, but if you loved the game with a passion, then that obviously you didn't find the controls as much of a problem as the reviewer did. The for games in our magazine mostly getting awful scores, that's not actually the case. We score them how we see fit, but if they're good they get a good score and if the game is rubbish then they don't.

buttons and the games will be 96% other bits and about 4% gameplay. Nintendo really needs to wake up and smell the coffee, or they are going to be bankrupt.

Nintendo – Get your act together.
Koral Jackson, London

Hmm... we were with you to begin with Koral, because we totally agree that gameplay is the most important element in a videogame. However, you then criticise *Zelda* (gasp), *Banjo-Kazooie* (come on!) and the sacred *Goldeneye*? (Aagh!) Rather ironically, the games you've chosen as your examples are ones that not only look great, but have fantastic gameplay too! However, you're original point was valid, so we're going to let you live. If we had to choose between gameplay and graphics, it would be gameplay all the way!

Old And Bitter?

Dear 64 MAGAZINE,

I have read your magazine from issue one shortly after purchasing my N64 (for £250 – ie: quite a while ago), and have found it an enjoyable read, and the definitive guide on upcoming N64 releases.

However, over the past year the quality of your writing has gone downhill, and you are now almost as bad as the rest of the monthly mags who adopt a sensational, jokey approach to games journalism, aimed squarely at excitable teenagers.

The main difference between N64 and PlayStation uses is that we Nintendo fans consider ourselves "serious" gamers as opposed to the "10 minute arcade freaks" who revel in the PlayStation's wide variety of shallow, over-hyped, ten-a-penny games. I don't have any actual facts in front of me, but I bet the majority of N64 owners have been long-time devotees to the apex of computers/consoles over the years, such as the Commodore 64, Amiga and SNES.

Forgive my cynicism, but it seems to be the council-house dwelling, knocked-off-Armani-gear-wearing, lighter-fuel-sniffing brats with shouty attitudes who are all "getting PlayStations for Christmas, because you can copy loads of games for nowt", while the more appreciative, more enlightened kids request N64s because they are prepared to persevere with the cream of modern computer games in order to reap the rewards offered by *Mario*, *Zelda*, *ISS* and co.

Your magazine usually echoed this more mature approach, but since the departure of the old editor, the use of CAPITAL LETTERS, !explanation marks! and pop culture references has exploded in your pages! Your reviewers do not tell us enough about the project they are reviewing any more – text is now made up of ridiculous inappropriate ranting, using trendy, pointless slang ("check

it out!", "go buy this game now!", "as bad as a pile of dog turd" etc, etc) The reviews of *Mario Tennis* and *F1 Racing Championship* in issue 45 by Paul Gannon were the most shallow and uninformative ever, though assuming Gannon is 14 years old, I suppose he tried his best.

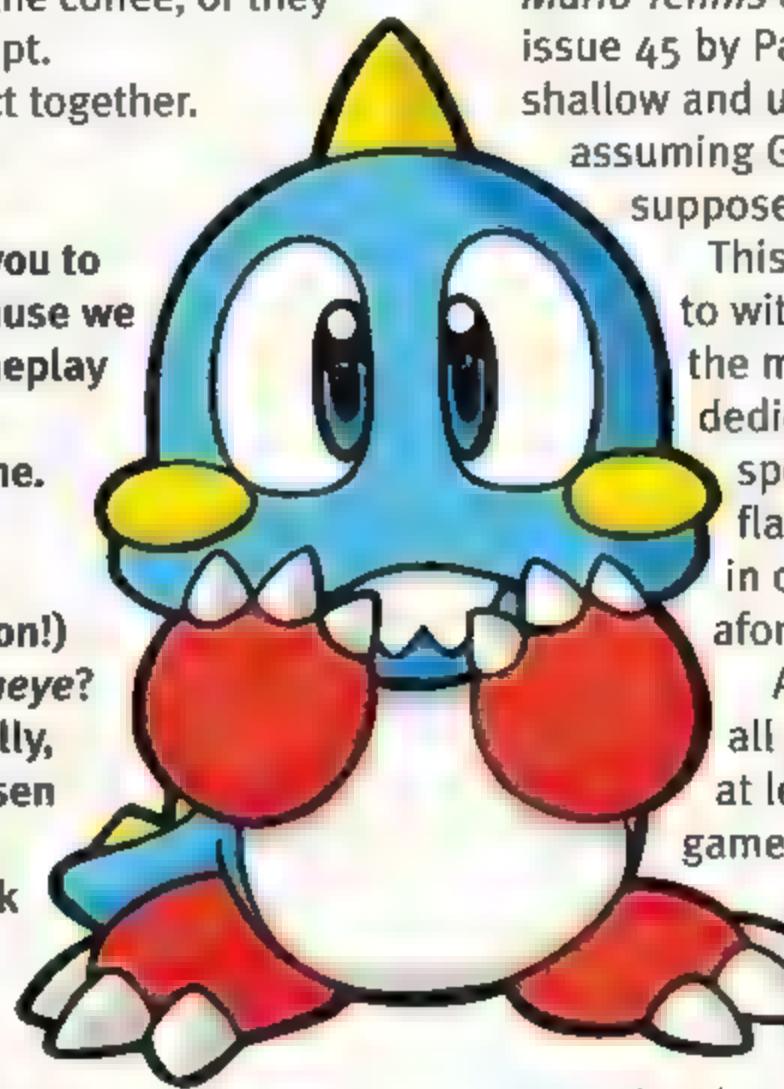
This sort of rubbish should be kept to within those atrocious TV shows of the moment, which are supposedly dedicated to computer games but spend all their time flogging the flashiest PlayStation FMV scenes in order to appeal to the aforementioned lighter-fuellers!

As a final complaint, where are all your articles? Couldn't we have at least one feature an issue on game genres, industry facts or just some sensible discussions on the varied attitudes towards games? Interviews with publishers and pieces on Gameboy/conventions/games in progress hardly stimulate the imagination or provoke opinion, and we all know most releases do not live up to expectation when they finally arrive for sale!

Your magazine was probably the most respected in the business, a sort of modern-day *Zzap!64* from the Eighties. Please have a word with, or renew your writers, and stop this dumbing down before you end up just another glossy, overpriced, insubstantial monthly fix of hype and commercialism with nothing real to say.

F N Gully, Newcastle

I wouldn't usually do this, but I felt quite strongly about this letter, and so I thought a personal reply was in order. Right... where do we start? Well to begin with Mr F N Gully – you don't like our reviews? Fine, that's your opinion, and you're welcome to it. You don't like capital letters? Fine. You don't like 'explanation marks'? Well, we're assuming you mean exclamation marks – fine. You don't like all the features we run? Also fine, as you can't please all of the people all of the time, and we try to put in something for everyone. However, you don't like pop culture references? Tough. We (unlike you, obviously) happen to live in the real world, and inevitably this is reflected in much of the writing. And as for your comments on "council-house dwelling, knocked-off-Armani-gear-wearing, lighter-fuel-sniffing brats" – you don't even want to get me started on that! For your information, Nicky was brought up on a council estate, and she is just one of many who found your comments ill-informed, ignorant and offensive. Presumably you grew up in a large mansion with plenty of servants (who 'knew their place') to look after your every whim? Unfortunately, not everyone is so fortunate, and to generalise about people from a certain background is unpleasant and ultimately damaging. If the changes made to 64 MAGAZINE since Andy left have discouraged you and others like you from reading it, then I for one feel that we've been doing a good job! Roy Kimber, Editor.



Head to Head / Head to Head (Comb)



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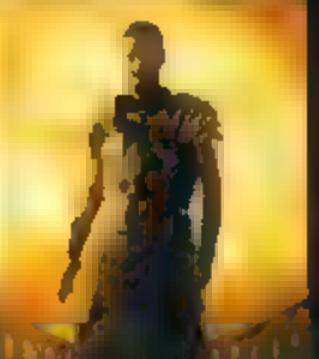
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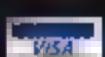
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14 Star Wars Episode One: Battle For Naboo

15 Pokémon Stadium Gold and Silver

16 Rugrats In Paris



Star Wars Episode One: Battle For Naboo

The Force IS Strong In This One!

It's been a good year now since the release of the fourth part of the *Star Wars* legacy in the cinema, so we've all had time to reflect on just what we all thought of the film. To be honest, the movie probably wasn't all that good, but does that matter when a million or so fans walked away reasonably happy? We've already had one N64 game based on the events from *Star Wars: Episode One*, and now *Star Wars* fans are waiting with baited breath for a second game, which is also set during the unfolding events of *The Phantom Menace*!

As word reaches us about this game, the preliminary news seems to be good! Apart from the eye-catching graphics, and sound quality which promises to be very good indeed... the game also happens to be being developed by Factor 5 (who produced *Rogue Squadron*) so that in itself is a promise of something really rather excellent!

The action has you battling under the sea, across the ground and above the stars, in a story that runs parallel to the film, so you can expect to join



[Above] The Mir space station encounters a rather unexpected hazard, in the form of an incoming Naboo fighter.

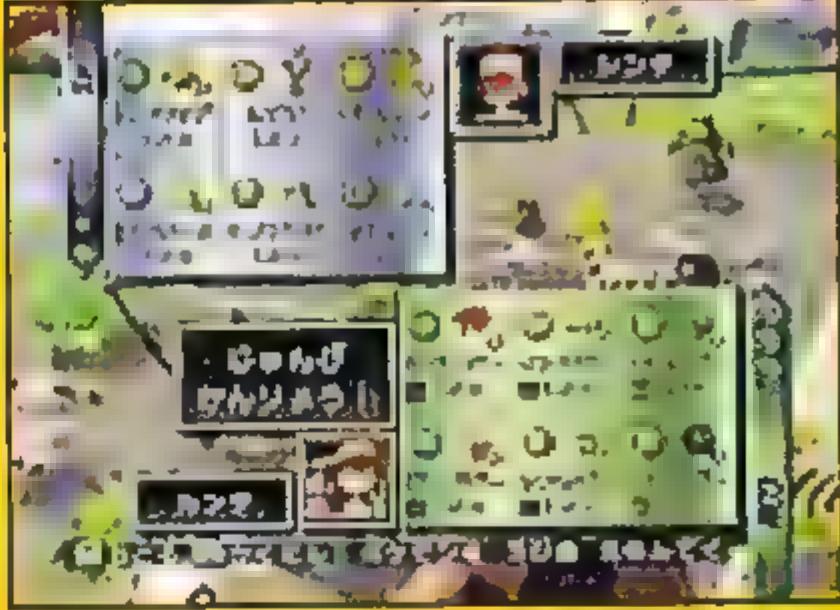
in on some of those spectacular dogfights, and even accompany young Anakin Skywalker as he sets a course to blast the Trade Federation control ship to dust in his battle against tyranny!



[Above] The skinniest robots in the Universe finally get sick of all the 'Twiggy' jokes at their expense and go on a murderous planet-wide rampage!

STARWARS EPISODE ONE: BATTLE FOR NABOO
PUBLISHER: Nintendo
DEVELOPER: LucasArts/Factor 5
UK RELEASE: TBA

This game looks as if it has the potential to become even more successful than its ground-based *Racer* counterpart, as it draws you into the action and thrills of the film. It could totally blow you away!



[Above] Jigglypuff looks like he's bitten off more than he can chew here! That PokéMon looks like Spiderman's foe, Venom.

Pokémon Stadium Gold And Silver

Seconds out, round two of the PokéMon slugfest!



[Above] You've got to wonder where the ideas for a lot of these PokéMon come from. I mean, what's this one?



[Below] And in the lead we have... um, well, we're not actually sure who's in the lead... possibly a blue thing.

Captured them all, have you? Trained to be the best and beat off the competition, did you? Want to be better than any one else, do you? Well, apart from sounding like Yoda, there is another way of becoming an even more accomplished PokéMon master, and it's all possible with the new and improved *PokéMon Stadium*!

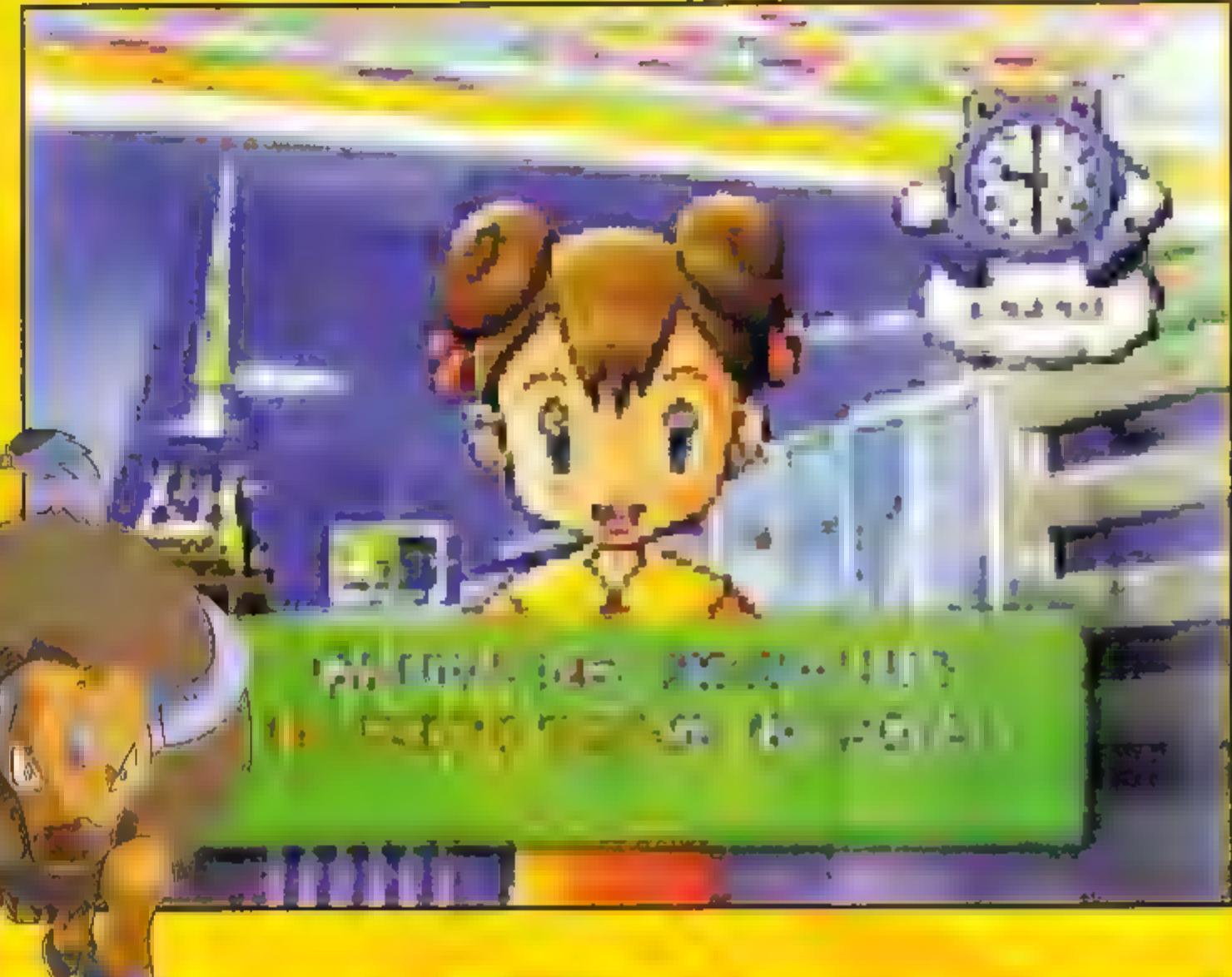
Already a hit in Japan, the latest *Stadium* allows you to pit all the newer PokéMon from *Gold* and *Silver* against the already-established collectible beasts of *Red*, *Blue* and *Yellow*!

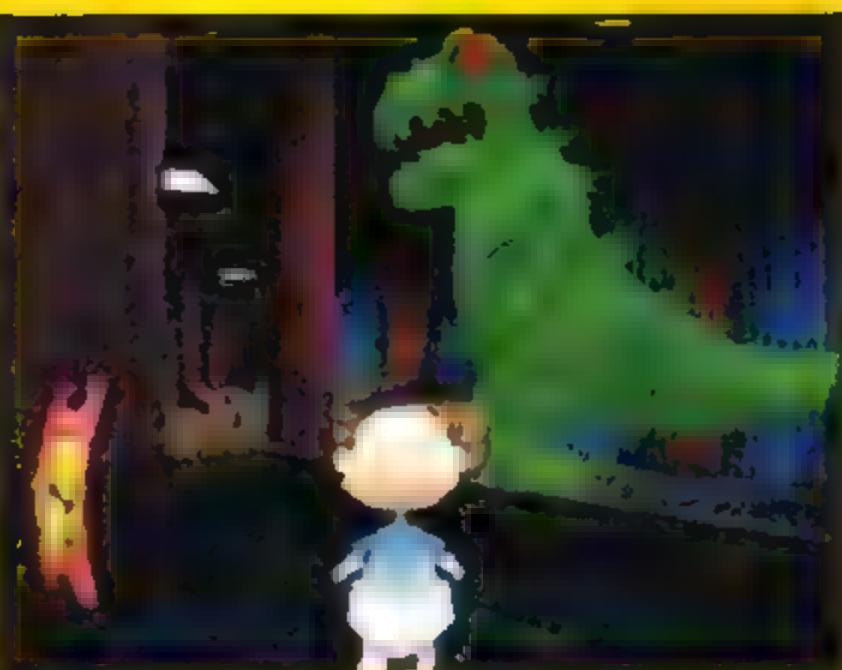
The latest *PokéMon* offering was unveiled at the Spaceworld expo in Japan this year, and promises to succeed its predecessor in every possible way. Not only is it compatible with the five other editions of the Game Boy Color games, but it will also be compatible

with the hotly-anticipated *Crystal* edition! The graphics are greatly improved, and the fighting has more battle modes and more brand new mini-games than you can shake a Meowth at! As before, you'll be able to take all the creatures from your Game Boy and transfer them, via the Game Pak, into the N64.



This time around, you have 251 beasts to wage war against and the battles on-screen show all the attacks in one-on-one glory! There are new Cups, an improved Gym Leader Castle, and a feature called 'My Room' where you compete to collect all manner of goodies, to fill up your very own virtual room! For all of you who await the latest *Gold* and *Silver* carts, which have become staggeringly popular all over the world, you'd better get training soon, if you're going to compete in this brand new *Stadium*! ■





Rugrats In Paris

Picking Up Reptar's Picos In Paris!



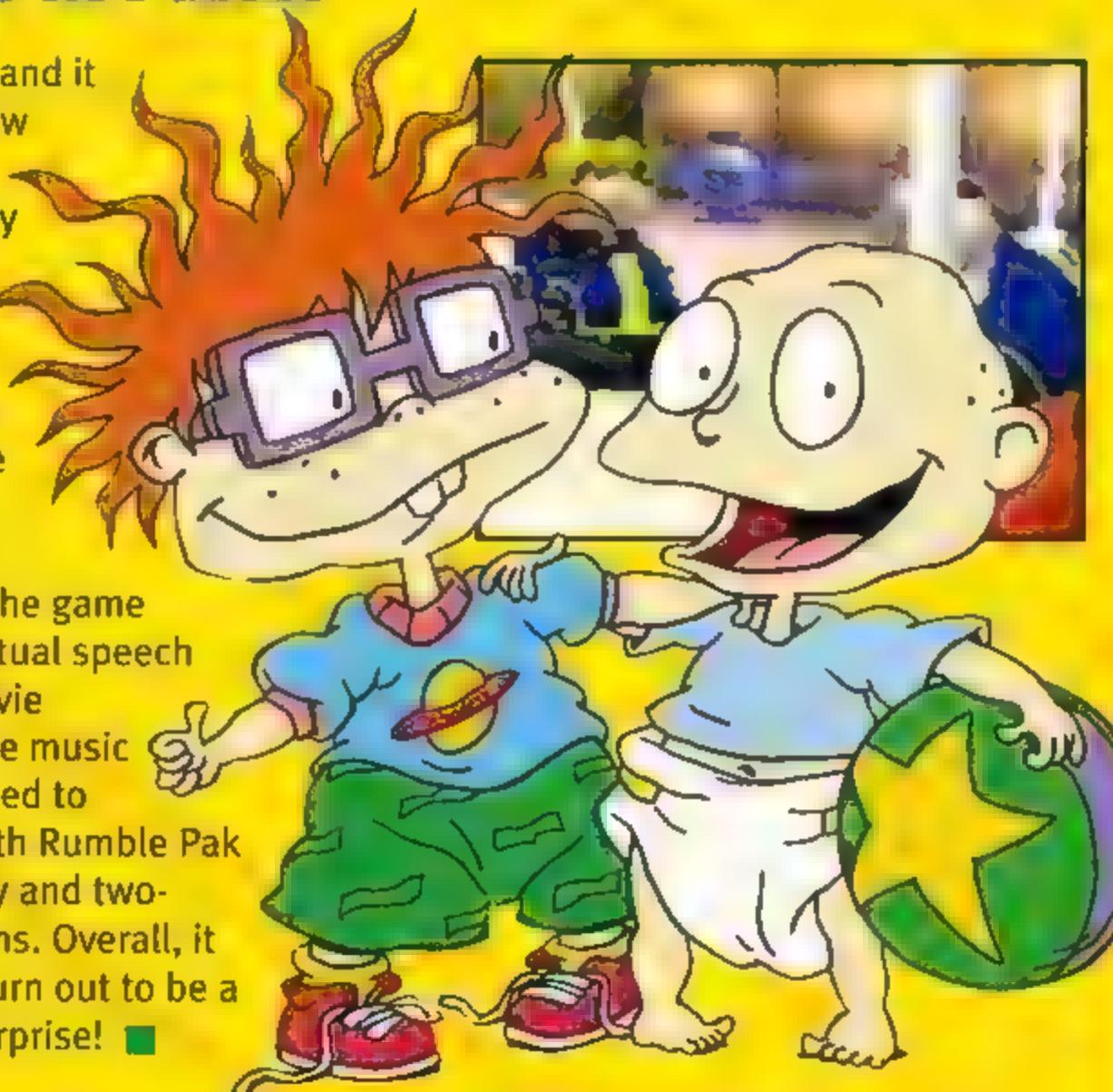
Although *Rugrats Treasure Hunt* didn't exactly set our world alight, it at least appealed to a younger market, and with this latest *Rugrats* game the action has moved away from board game-type shenanigans and into the realm of platform adventure! Based on the forthcoming film, *Rugrats In Paris* allows you to play as one of the familiar tots from the series, and also to play a new secret character!

As the kids travel to EuroReptarLand, Tommy's father manages to trash his lovely Robotic Reptar and so Tommy, Chuckie, Phil, Lil and Angelica must all get together and search for the missing parts! These parts are scattered throughout 16 massive levels, not to mention bonus games, mini-games and multiplayer scenarios!

Although this game, like its predecessor, might be aimed at the younger end of the videogames market, there still might be enough here to interest older gamers. There certainly seems to be enough variety in *RIP* to keep the interest from waning, with all kinds of carnival fun to be had! You can venture into Chuckie's obstacle course, witness a titanic battle between Robosnail and Reptar, or play on the bumper cars!

Some of the shots we have seen from the game at least prove that it

looks good, and it runs on a new engine – developed by Avalanche Software – which controls the 3D world the kids inhabit during their adventure. The game also uses actual speech from the movie alongside the music and it's packed to the nines with Rumble Pak compatibility and two-player options. Overall, it might well turn out to be a nice little surprise! ■



[Below] Little Tommy is about to have a big accident in his nappy after seeing the haunting sight of a huge 200ft-high Reptar. Never mind the fact that he is also lost!

Below Chucky finds his way into a room with lots of fragile glass bottles just out of reach. If only he had a catapult!



[Below] Tommy releases his built-up frustration by taking it out on Europe, then cries and blames it all on his little brother!



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PUBLISHER: THQ
DEVELOPER: Avalanche Software
UK RELEASE: January 2001

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WHAT'S
REVIEWED
IN THIS
ISSUE!

64 Reviews

64 MAGAZINE

Those Pesky Little Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look, but what do they mean?

NINFO

PLAYERS

The number of people who play the game



EXPANSION PAK

Does the game have Expansion Pak extra?



DRUMBLE PAK

Can you plug this in to shake along with the game?



\$64,000 QUESTION

This is where we list the good and bad points of the game. If there are more of the latter than the former, then it's a bad game.



PAL PERFORMANCE

We've updated reviews with a box replaces the \$64,000 Question. It means we've already reviewed the game in an importer's box. The British version suffered a translation to our PAL television system.



MEMORY OPTIONS

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?

SUPPLIED BY

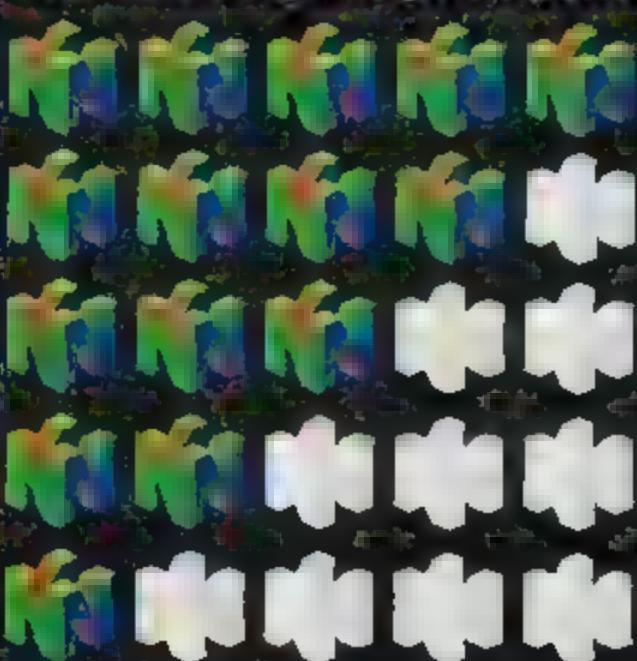
We get import games through importers. If you want to get hold of an import game for yourself, then these are the people to call.

Mickey's Speedway USA

Disney's squeaky-clean mouse takes to the road for some madcap driving, courtesy of those race-masters at Rare!

64 MAGAZINE RATING

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!

A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly, you wonder why they bothered!

28

Banjo-Tooie



The bear and the bird are back in the long-awaited sequel to Banjo-Kazooie... and about time too!

42

Hey You, Pikachu



Move over Doctor Dolittle, we don't want to talk to the animals when we can talk to the Pokémon!

THE FINAL SCORE

95%+

94%-90%

89%-75%

74%-50%

49%-30%

29%-10%

Below 10%

Every game gets a score out of 100. But what does it actually mean? I guess anything other than 100 may say it's 'Meh'. It's the most brutally treated N64 rating around, and if we give a game a good (or bad) mark, you can take that as the gospel truth. These are what the scores mean in English...

This score wins a game the coveted Gold Medal Award. Unlike some raggs which hand out top gongs like Smarties, we're very tight-fisted with this award - from the more than 200 N64 games reviewed, only an almighty few have got the gold. It's your guarantee of a top game.

Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of trapness.

The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'kick' that makes a truly great game.

Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay or be well done but not especially interesting. Be careful before you spend your moneys.

Warning, Will Robinson! Warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Can there really be anything this pathetic on the N64? Only... there can. Only...

36

Tigger's Honey Hunt



Pooh's orange-and-black-striped friend bounces onto the N64 for a surprisingly playable adventure!

48

Midway's Greatest Arcade Hits

The name says it all: six of the best from those retro coin-op experts at Midway!

54

NFL Blitz 2001

Some amazingly fast American-footie action in Midway's sequel to its original arcade hit.

60

Pokémon Pinball

The furry fellows take to the N64 once again in what is probably their most addictive game so far!

REVIEWS

64
MAGAZINE

64 BOTTOM LINE

CONTROLS



What do all those buttons on the pad do? We try to make sense of the insanity!

ALTERNATIVES

There may be other games of the same type already on the shelves - here you can see at a glance whether the game being reviewed measures up to the competition.

RATING

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

OVERALL SCORE

64

The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

Soundbite:

The game in a nutshell, for the truly lazy reader!

Mickey's Speedway USA

Hit the road Mario and Diddy, Mickey's in the driving seat now!



NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Nintendo
Developer	Rare
Game Type	Racing
Origin	UK
Release	Out now
Price	£44.99



MEMORY OPTIONS

- MEMORY: Stores game progress, cheats, secret characters etc
- CONTROLLER PAK: Not used

Hey Mickey, you're so fine, you're so fine you blow my mind, hey Mickey! Er... sorry. This game has just got to me in a big way! I need to calm down a second, hang on...

Right, that's better, phew. You know that movie where they go on about speed all the time? What was it again? (*Speed?* – Alex.) Er... no, that wasn't it. (*Speed 2?* – Alex.) Nope, no, that wasn't it either. You know the one... had that bloke in it... you know... the one that's in... er, all those movies? Um... had planes in it? (Oh... *Top Gun?* – Alex) Yes! That's the chappie. The one where they went on

"Graphically this game is just beautiful."

about feeling the speed. (I think you'll find that they 'felt the need for speed' actually – Alex.) Oh... well, feel it, feel the need for it – what's the difference? Anyway, I'm writing this review, so naff off! (Well, really! – Alex) Has he gone now? Good. Sub Editors, I don't know...

Er... anyway, the point I was trying to make was that if the people in that movie had really 'felt the need for speed', then they could have just played this game! It really is that fast. (So couldn't you have just said: 'it's fast?' – Paul) Oh good grief, who let you in here? Right... everyone is to stay out of this review from here on in, or heads will roll! Everyone understand? (...) Good. On we go...

Top Gear Goofy

Now, it's fair to say that a good racing game doesn't really need a plot. After all, if you're sitting down with the intention of driving really fast around a track, then you don't really need to know that the reason you're doing this is to 'rescue Princess Squiffy', or to 'uncover the legendary Lost Toilets of Lavatorium'. At the end of the day



[Above] Mickey Mouse – that all-round, American hero, in his first N64 outing, wow! (And before you mention Disney Tetris – we're ignoring it, because it wasn't that hot.)



[Above] Mickey appears to be having some kind of problem – he's on a very easy track and yet he's running in last place!

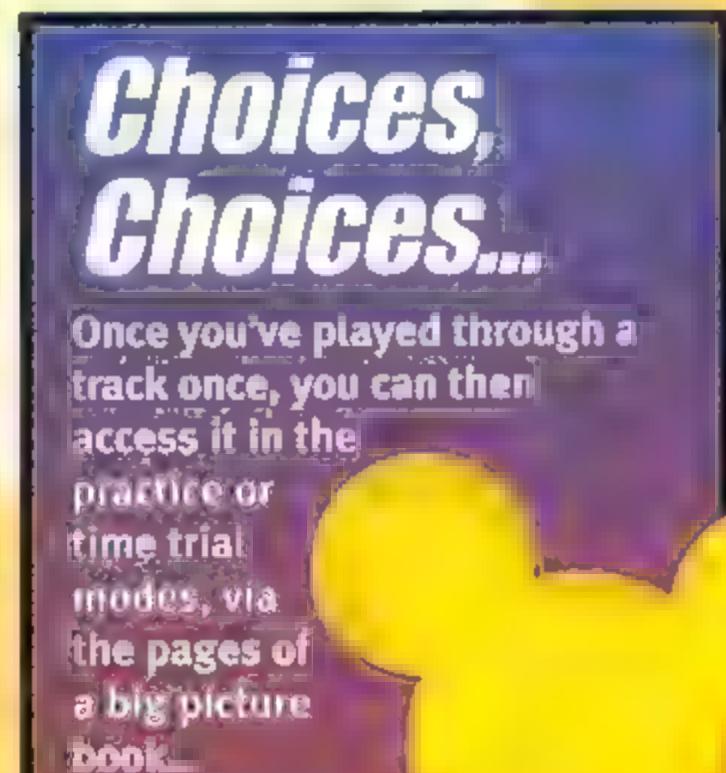
you just want a fast and exciting race, or – if you're a little dull – a slow and boring one, but I digress. As this is a Rare game (and as we all know, Rare likes its stories) there is a plot. Which goes something like this...

Mad Max Mickey

Apparently the Weasels (who are the bad guys, because Weasels always seem to be the baddies in anthropomorphic cartoons, which is a shame, because in real life they're really rather cute) have kidnapped – or dognapped if you want to get all pedantic – Pluto, Mickey's canine confederate. Supposedly this is so they can gain possession of his new diamond collar. Which is a bit daft really, because you'd think it



[Above] Mickey moves up through the pack with his 'bird' right on his tail. These animals are pretty nippy drivers!



[Above] Taking a slight detour from the search for Pluto, Mickey prepares to cross the border with his stash of illegal guns.



[Above] Your progress through the game is mapped out on... a map. This is stored inside a box which opens when you need it.

would've been much easier just to lift the collar rather than pinch the pooch. Particularly since Mickey and pals – as they work for Disney and thus must take home an absolutely huge pay-packet at the end of each month – probably then wouldn't have bothered to do anything about it. Still... they're Weasels, so they're



[Above] Looking rather cheerful for someone who's had his best friend stolen, Mickey motors around in second place, seemingly without a care in the world!

the plot, we're sure you'll agree...

So, before you can say 'call the FBI you fool, or at least take the train!' Mickey and pals are off across the

'The presentation is outstanding, beginning from the moment you turn the console on!'



[Above] It looks like our rodent hero has got some time to make up here – third is good, but getting first would be better!

probably not all that bright. This is proved by the fact that the daft old Weasels then send Mickey an email postcard telling him of their crime (the fools!)

Driving Miss Daisy

The result of all this criminal capering is that Mickey quickly contacts all his cartoon pals and shouts 'Pluto's been kidnapped by the Weasels! Quick, we've all got to go and get karts and race after them!' Ah... yes. We were wondering how the whole racing angle was going to be shoehorned into an apparently unrelated story. Seemlessly blended into

good old US of A in search of the poached pooch, Pluto. And that's where you come in...

Your task is to track down the Weasels (which isn't actually that difficult as they keep emailing postcards from the various locations they stop at on their travels – doh!) and to do this you must take part in a number of different races. Initially there are three race series' available, 'Traffic Troubles', 'Motorway Mania' and 'Freeway Phobia'. Each of these consists of four tracks from various locations in the US, including San Francisco, Alaska, Seattle, New York and the bright lights of Las Vegas. Each series also has three difficulty levels, represented by different race classes: Amateur, Intermediate and Professional. Each difficulty level gives you a slightly



[Above] The setting for the San Francisco track includes a rather picturesque view of the Golden Gate Bridge – gorgeous!

faster kart to drive, but the speed and skill of your opponents also dramatically increases to compensate.

Minnie Cooper

Just like *Mario Kart* and *Diddy Kong Racing*, this game doesn't just rely on straightforward racing to keep you coming back for more. If you've played one of these cartoon-style racing titles already, then you'll know that they usually have various track features and pick-ups to add a little variety to the gameplay. In this case you get boost arrows, gold tokens, and special barrels.

The boost arrows are pretty simple – drive over one and you get a



[Above] Hitting the boost arrows gives you a burst of speed. Do this near a bump and before you know it you're airborne!



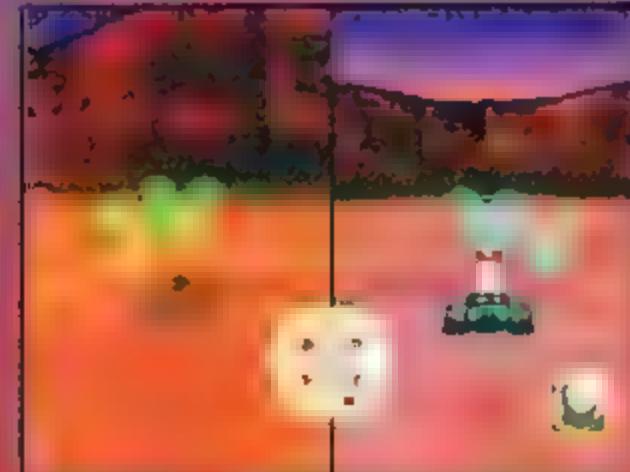
[Above] Gentle... er, animals! Start your engines! It's four-player fun with the Disney crew – let's get it on!

Last Mouse Standing!

The Battle Mode in *Mickey's Speedway USA* pits four of the characters against one another in a large arena filled with

pick-up barrels. Each kart has three lives, signified by three large Mickey balloons floating above each vehicle. Each time

you take a hit, you lose a balloon – lose all three and you're out. Last player remaining is the winner!



The Disney Club!

These are the guys and girls you get to choose your dream team!



WEIGHT
HANDLING
ACCEL.
TOP SPEED



WEIGHT
HANDLING
ACCEL.
TOP SPEED



WEIGHT
HANDLING
ACCEL.
TOP SPEED



WEIGHT
HANDLING
ACCEL.
TOP SPEED

Mickey

The mouse of the title. He's average in all departments (driving departments that is) and hence a good one to start the race off with.

Daisy

Miss Duck is light and has good handling and acceleration, but her low top speed means that she inevitably loses out to faster racers on the long straights.

Goofy

He's heavy, he handles like a brick, and his teeth stick out. Er... which isn't really relevant. Fortunately, Goofy has got a nice high top speed.

Pete

The rather anti-social member of the group has the same traits as Goofy (apart from the teeth). His high top speed comes in very handy if you can control him.



WEIGHT
HANDLING
ACCEL.
TOP SPEED



WEIGHT
HANDLING
ACCEL.
TOP SPEED



WEIGHT
HANDLING
ACCEL.
TOP SPEED



WEIGHT
HANDLING
ACCEL.
TOP SPEED

Minnie

This mouse looks a lot like Mickey from behind and is identical to Daisy Duck in performance so she's a little on the slow side overall.

Donald

This bad-tempered duck has exactly the same driving abilities as Mickey, making him another good character to begin the game with.

Dewey

Donald's blue-clad nephew is the first of the hidden characters. He's a little slow on straights but has great handling and top acceleration.

Louie

The second of Donald's nephews has got it where it counts – he's fast, accelerates well and handles like a dream. You just can't lose with him!



temporary burst of speed. Each gold token, when collected, increases your overall speed for the duration of that race, and you can hold up to 20 of them. The barrels though, are the fun bit. Pick one up and Gyro (the brainy inventor duck) supplies you with a

you that Dewey (one of Donald Duck's nephews) has joined the race and advises you to try and complete the next race series.

And that's basically the size of it. As you complete races you get clues as to the Weasels' whereabouts, and

the Everglades (complete with shuttle launch facility) and Malibu (Er... which offers good surfing).

Animals In Automobiles

The tenuous storyline is fairly redundant as far as the actual gameplay goes, and it doesn't actually make much sense. For instance, why is everyone who is supposedly working together to rescue Goofy suddenly competing against one another? And why are they driving round and round looped tracks instead of speeding cross-country in hot pursuit? Okay, since the story isn't really an important part of the game, it's probably not fair to pick holes in it, but then it wasn't our idea to have a story in the first place, was it?

In addition to the straightforward racing modes, there are also a few

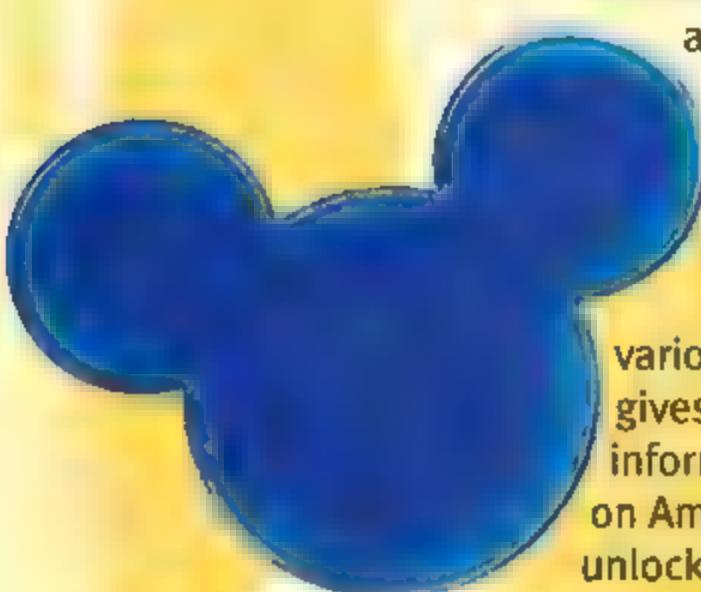
"It's just a little on the easy side..."

one-shot item. This might be a huge baseball, a shield and speed boost, an oily sludge puddle, a homing toy car or model plane, or even a mini-thunderstorm that hovers over each of your fellow cartoon racers!

As you play through the various tracks, Gyro pops up and gives you hints and other information. Finish all three series' on Amateur level for example and he unlocks a special cheat for you, tells

each race series you finish unlocks certain things, be they characters, features, or... more tracks.

For if you manage to come first on all three classes of each series, you unlock a new collection of tracks: Victory Vehicles. This series is supposedly more difficult than the other three, and takes you to the more exotic locations of Yellowstone (not to be confused with Jellystone, which doesn't actually exist), Washington DC (through the White House, no less),



[Above] We're heading for a car park! This is no time to stop for the shops - you'll just have to get your copy of Quack Attack another day!

[Below] If you get confused after a crash and end up travelling the wrong way, a ghostly version of Huey pops up to tell you.



[Below] This is a rather handy power-up as it makes you impervious to attack and gives you a temporary burst of speed.



A Better Class Of Kart

There are essentially four different karts in the game, although two of them actually look identical.



Amateur Class

This is the smallest, stiffest and least maneuverable of all the karts. It's a good choice for you starters, but it can be a bit sluggish if you go back to it again.



Intermediate & Professional

These two classes look the same but the professional out-performs the intermediate. Both are very fast and highly maneuverable.



Battle Kart

This little baby is a little less streamlined than the other karts but is a lot tougher. It looks almost like an off-road vehicle and handles extremely well.





[Above] *Lewie... er, or Dewey – well, one of Donald's nephews anyway – joins the race and pretty soon he's flying, literally!*



[Above] *The rear view option is useful for checking on the status of the opposing drivers – just don't use it for too long or you crash!*



[Above] *The sand on this track may look nice, but it's advisable to stay well away with it as your wheels end up spinning and your speed drops dramatically if you hit it.*

others. Time-trial mode is fairly self-explanatory and lets you take on any of the tracks you have managed to unlock thus far, racing against the clock to get the best time. A nice feature of this mode is that in addition to the – by now standard – 'ghost' option, which allows you to race against a ghostly car of your best time, you can also go to the options menu and switch on the 'staff ghost'. This lets you race against the best times of the guys who developed the game – once again in the form of a ghostly vehicle – and it's great if you fancy finding out whether you're half as good at the game as the people who actually made it!

Battle mode is another fairly self-explanatory part of *Mickey's Speedway USA*... er, but we're going to explain it anyway. Four players (any combination of human and CPU

– well, there's got to be at least one human player, obviously) face each other in one of four different arenas and basically blast hell out of one another with the various weapons until one person remains.

One mode which isn't quite so self-explanatory is 'Practice'. Or maybe it is... we're not actually that sure. You see, select this and you get taken to a strange, barnyard level with

nothing in it but a

variety of ramps and corners and a bunch of chickens. Now we're assuming

that all that this level is for is to get you used to driving your carts, but

this being a Rare game, we kind of expected that

perhaps there might be some

hidden secrets... if there is though, we didn't manage to find them.

Motorway Mouse

So... that tells you a bit about what's in store, which means it's probably time to tell you a bit about the game. You know, like whether it's any good, that sort of thing. It's inevitable really, that any game like this is going to find itself being compared to both *Mario Kart* – the racer that came out what seems like a lifetime ago now and which wowed all and sundry with its ultra-addictive gameplay – and also to *Diddy Kong Racing*, one of Rare's early N64 titles which did for karting what *Goldeneye* had done for the first-person shoot-'em-up genre. We could go on at length comparing the various vital statistics of the three games, listing the pros and cons and ultimately coming to a decision as to which is the best... but



Victory Vehicles

Finish all three of the initial series' in first place on all three classes, and you unlock this extra mode which has four brand new tracks.



The place where all the bears live and the basis for Yogi Bear's fictional home, Yellowstone is very windy with lots of rocks.



Travel to the seat of power, realise that there's still no President, and race around the plush halls and gardens of the one and only White House.



This swampy level is filled with muddy sections just waiting to slow you down. Watch out also for the shuttle which lifts off as you drive past.



Yeah this is where we want to be! Gorgeous, golden beaches, clear blue sea, it's just like being in Bournemouth, only with less old people!



[Above] The four-player mode is very fast, and very frantic. It's great fun though and complements the one-player nicely.



"Mickey's Speedway USA is one hell of a good game!"



[Above] Louie's in the lead with Daisy running a close second! Donald and Mickey seem to have lost it though.

we're not gonna. Those other games were great, so's this one – on with the review. There's just too many people living in the past these days... So, where can we start? Well, the first thing that hits you about *Mickey's Speedway USA* is the look of it, so that's as good a place as any to begin. Graphically this game is just beautiful. If it was a painting it would be... erm, one of those really good ones that you find hanging in one of the famous museums. You know, like the... er, 'Moaning Lisa', or one of those other well-known ones. Quite simply: it's gorgeous to look at. The presentation is outstanding; beginning from the moment you turn the console on, and get a tracking

shot of a cartoon N64, through to every aspect of the gameplay. All the menu screens are animated, situated in a virtual room where toys litter the floor and the different modes are represented by a child's building blocks, perched in precarious formations on the floor. Choose a mode and the block you've selected causes the whole lot to come tumbling down. And all this is even before you get into the main game.

Duck Truckin'

In-game, everything is just as aesthetically pleasing. Each of the Disney characters has been studiously recreated and is beautifully animated with a whole range of little attentions to detail which you only really notice when you step back and properly



study the game, but which all add to the experience.

The audio is similarly polished. The characters each have a number of different phrases and exclamations – all done by what sounds like the original voice actors – and the music in the game manages to be light and bouncy without at any time becoming annoying (unlike, for instance, the music in *Pokémon Puzzle League*, which has you wanting to track down and kill whoever composed it... very slowly). The audio is actually very amusing. In other games of this type, the characters would traditionally be lobbing insults at one another. In this title though, because the characters are all such great friends (and – presumably – because it's a Disney



[Above] Despite the obviously smaller viewing area, the detail in the four-player mode is nevertheless very good.



[Above] Donald decides to try his luck in the place where dreams are made... hang on, no, that's Hollywood.

Victory Will Be Mine!

Once you've earned your place in the sun, it's time to start thinking about the victory lap. This is when the characters start to display. Very nice... but shouldn't they all be off searching for Pluto?





Banjo-Tooie

Just when you thought that 3D platform games couldn't get any better...

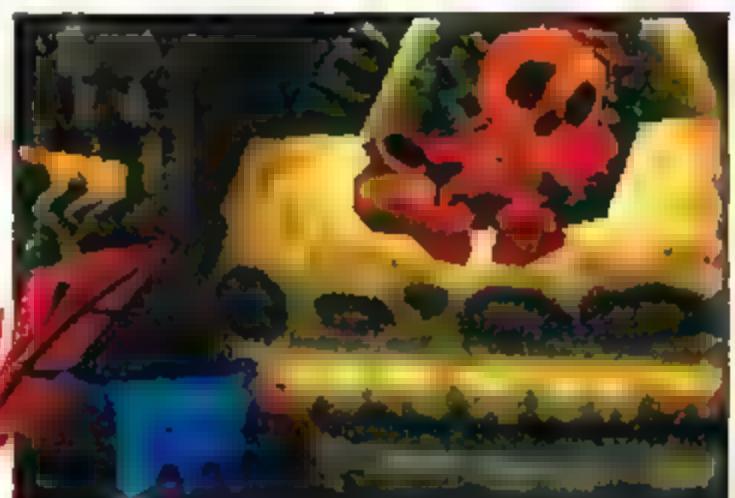


It's been two long years since the bear 'n' bird duo finally defeated the super-vain witch Gruntilda, and since her vanquishing, things have pretty much returned to normality for Banjo and his group of strange friends. That, however, is all about to change!

One dark and stormy night (for this sort of thing always happens on a dark and stormy night – it's an old law, or a tradition, or something) Banjo, Kazooie, Mumbo Jumbo and Bottles – the mole who trained our heroic pair in the first game – are all minding their own business, having a quiet game of cards round at Banjo's house. Suddenly, the house starts to shake, and when Mumbo goes outside to investigate he sees two new witches, Mingella and Blobbelda, magically raising the boulder which covers the late Grunty's resting place! Quick as a

flash, the old – supposedly dead – witch is out of her grave and flinging spells around with wild abandon. Before you can say 'run away!' Banjo's house is reduced to a smoking pile of rubble (or what an estate agent might call 'an ideal fixer-upper') and the witches are gone in Mingella and Blobbelda's strange tunnelling machine that looks suspiciously like the Mole from *Thunderbirds* (Gerry Anderson's lawyers, please take note!).

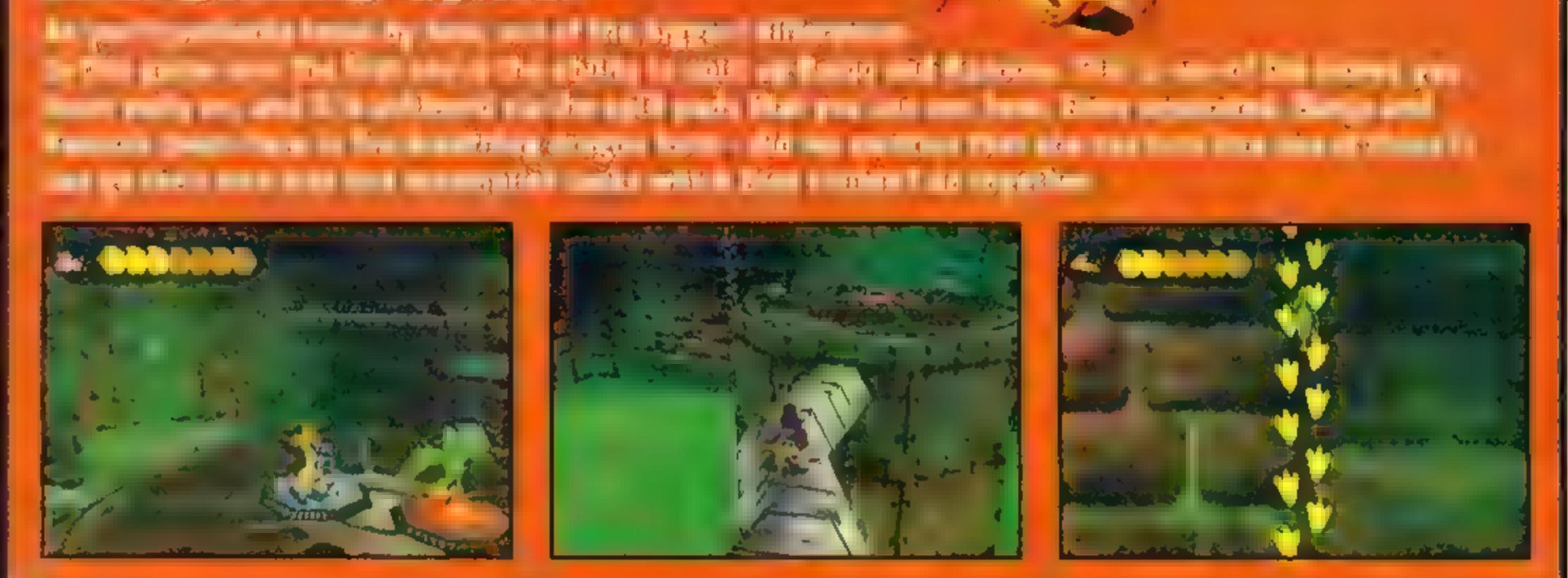
Once the dust has cleared, Banjo, Kazooie and Mumbo emerge from cover – having left



the house just before the magic spell hit. Bottles however, wasn't quite so fast and as the furry friends watch in horror, he proceeds to stagger from the wreckage of the house and snuff it! As Bottles' spirit leaves his body, Banjo looks at Kazooie, Kazooie looks at Banjo, they both look at Mumbo Jumbo, and Banjo mutters in a menacing tone, "that bitch is gonna



Everybody Split!





"Banjo-Kazooie is huge. It's a mammoth mutta of a game!"

pay!" He then straps an M60 and umpteen thousand rounds of ammo to his back and marches off in pursuit of the newly resurrected Gruntilda...

Bear-zarre!

Well, okay, so Banjo doesn't use those exact words, and he's not actually carrying a machinegun when he sets out – but the gist of what he does is pretty much the same (have you lot never heard of dramatic licence?) Of course, the point of this game isn't just revenge, oh no.

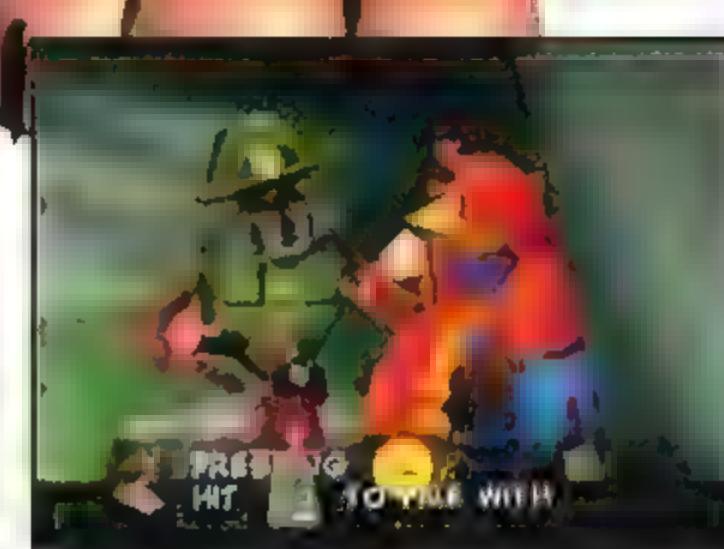
You see Gruntilda has a problem. During the two years that she's spent entombed in the ground on the 'worm and fungus' diet, she's lost rather a lot of weight – in fact she's now little more than a skeleton, albeit a rather rotund one. And she's more than a little peeved at this (ironic really, since her aim in the first game was to slim down, wasn't it?) Luckily for her, and unluckily for pretty much everyone else, Gruntilda's sisters Mingella and Blobbelda (the two mystery witches) just so happen to have a rather special machine locked up in their hideaway. This machine – looking rather like a huge old-fashioned sci-fi ray gun, much like you might expect Ming the

\$64,000 QUESTION

- Far, far bigger than the first game!
- Loads of new moves/transformations for Banjo and Kazooie
- Characters can split up
- Much better puzzles than the first game
- Marvellous music
- Loads of cool multiplayer modes
- It's got Banjo-Kazooie Doom!
- Loads of secrets
- Incredibly humorous in-game dialogue
- Improved camera
- Frame-rate can drop a little in places
- Because it's so big, you can get lost!
- If you didn't like the first one... you probably won't like this!



[Above] Warp pads are one of the ways that Banjo and Kazooie can travel around quickly inside the levels.



[Above] Sergeant Jamjars is an American Drill Sergeant who schools our heroes on the various special moves.

All Hail Banjo!



Merciless to threaten Flash Gordon with – can apparently suck the life-force from any creature, and even from the very ground itself. Once enough life-force has been collected, the machine can then be used to give Grunty her body back, warts and all! So, as if revenge for the offing of Bottles wasn't motive enough, Banjo and Kazooie are now racing against the clock to prevent the land they know and love from being turned into a cold and lifeless wasteland, unfit for intelligent life: a place, in fact, even worse than Milton Keynes!

Bear-illiant!

So that's the plot... what about the game? Well the first thing that you'll notice about *Banjo-Tooie* is that it looks very much like *Banjo-Kazooie*. Strange that. The game is obviously created on the same (or a very similar) engine, and as such the graphics are more or less identical and the game plays very much like the first one. However, as we commented in our review of *Zelda: Majora's Mask*, this is perfectly acceptable, because the first game was so gosh-darned gorgeous that you'd be hard pushed to make many – if any – major improvements to it. Don't get us wrong, there have been enhancements made since Banjo's first outing – the camera is a lot less annoying than it was in the first game for one thing. Plus, as you

play through, you notice lots of little graphical details that have been polished up – the water effects for one, are rather groovy.

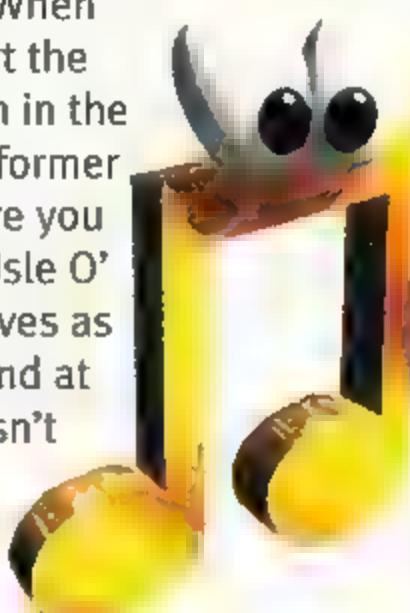
Basically what Rare has done is take the original game and – rather than mucking about with the elements that already work – simply improved it. So... if you're expecting a fantastically evolved game, you're going to be disappointed. But what you are getting is pretty damn superb, so you're best off just shutting up and exploring the multitude of delights that this game has to offer... which is a quite a few, by the way.



Great Bears Of Fire!

Now then... are you one of those people who thought *Banjo-Kazooie* was great, but considered it maybe a little too easy to finish? Then this news should make you happy: *Banjo-Tooie* is huge. It's a mammoth mutha of a game, lavishly filled with more puzzles and mini-games than you can shake a broiled Breegull at.

It doesn't actually seem that way at first though. When you initially start the game, you begin in the area by Banjo's former house. From here you move on to the Isle O' Hags, which serves as the hubworld, and at first glance doesn't appear to be especially spacious. Even the first proper world, Mayahem Temple, is actually fairly compact and won't take you all that long to explore. However, these initial stages of the game are very deceptive. Rare has planned the game extremely well, so that the first couple of levels – while not small by any means – are nevertheless of a fairly manageable size and the puzzles aren't too taxing (well, most of them, anyway). Reach Glitter Gulch Mine, however, and you start to realise just how big this game really is – and that particular world isn't the biggest, not by a long shot!



[Above] This Indian squaw is incredibly attractive... er, if you're sad enough to fancy polygonal characters, that is!

Banjo-Doom!

[AHHH!] **Oops!** Bottles has bitten the bullet! Well... he's actually bitten the rather unpleasant spell. Poor old mole!

Bird In The Hand

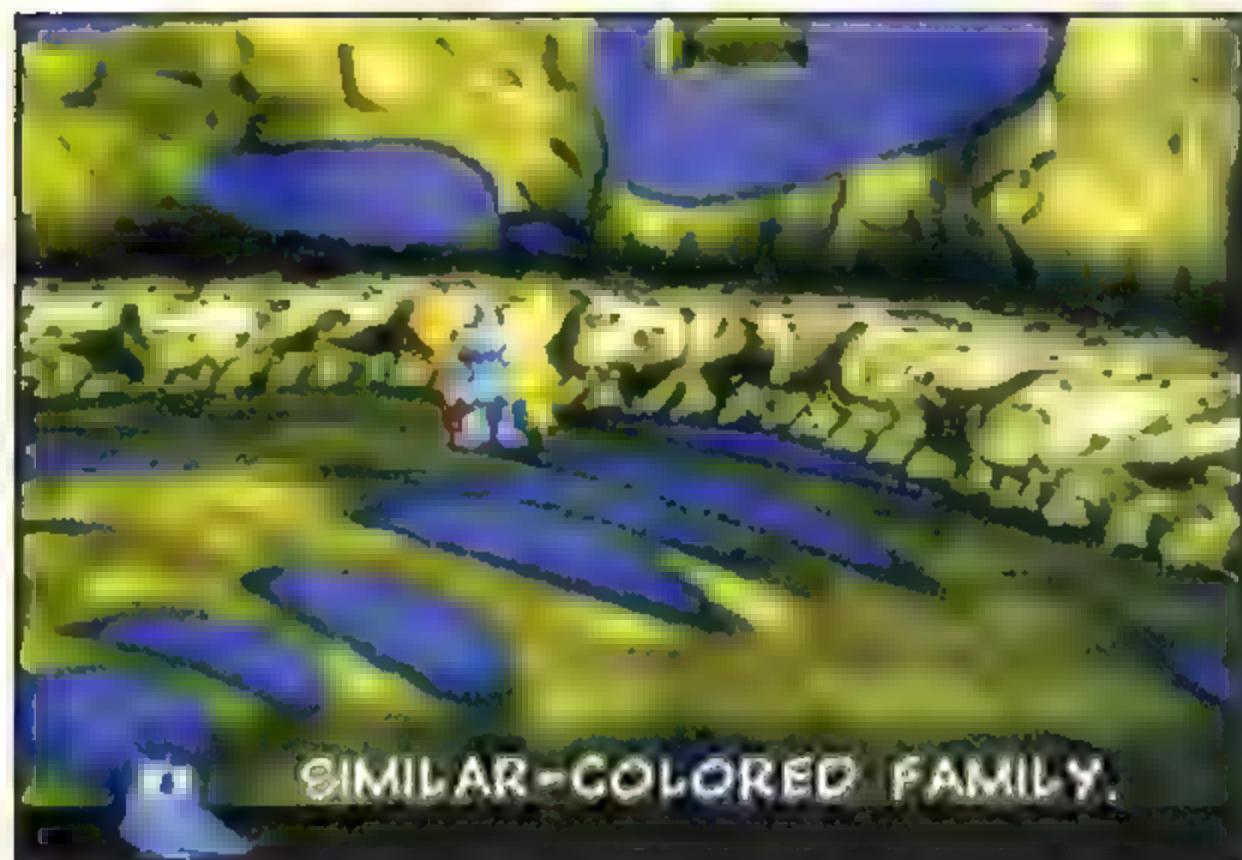
As in *Banjo-Kazooie*, each of the levels in the game has a multitude of characters, puzzles and secrets, and also like the first game, you can't initially complete all the puzzles and uncover all the secrets when you first enter a world. This isn't because the puzzles are necessarily too difficult – the trick is that many of the objectives in a level require you to have acquired a skill or an item from a later level before you can tackle them. The idea, of course, being that as you gain these new skills or objects on the later levels you then have to go back and complete tasks that you have left undone on the earlier ones.

Now, this could be extremely annoying. In general, games that require you to retrace your steps a great deal usually end up being tedious, drawn-out affairs where much of your playing time is wasted trekking from place to place and back again. *Turok 2* is a perfect example of this, and the general consensus in the office is that even *Donkey Kong 64* suffered from this problem to a

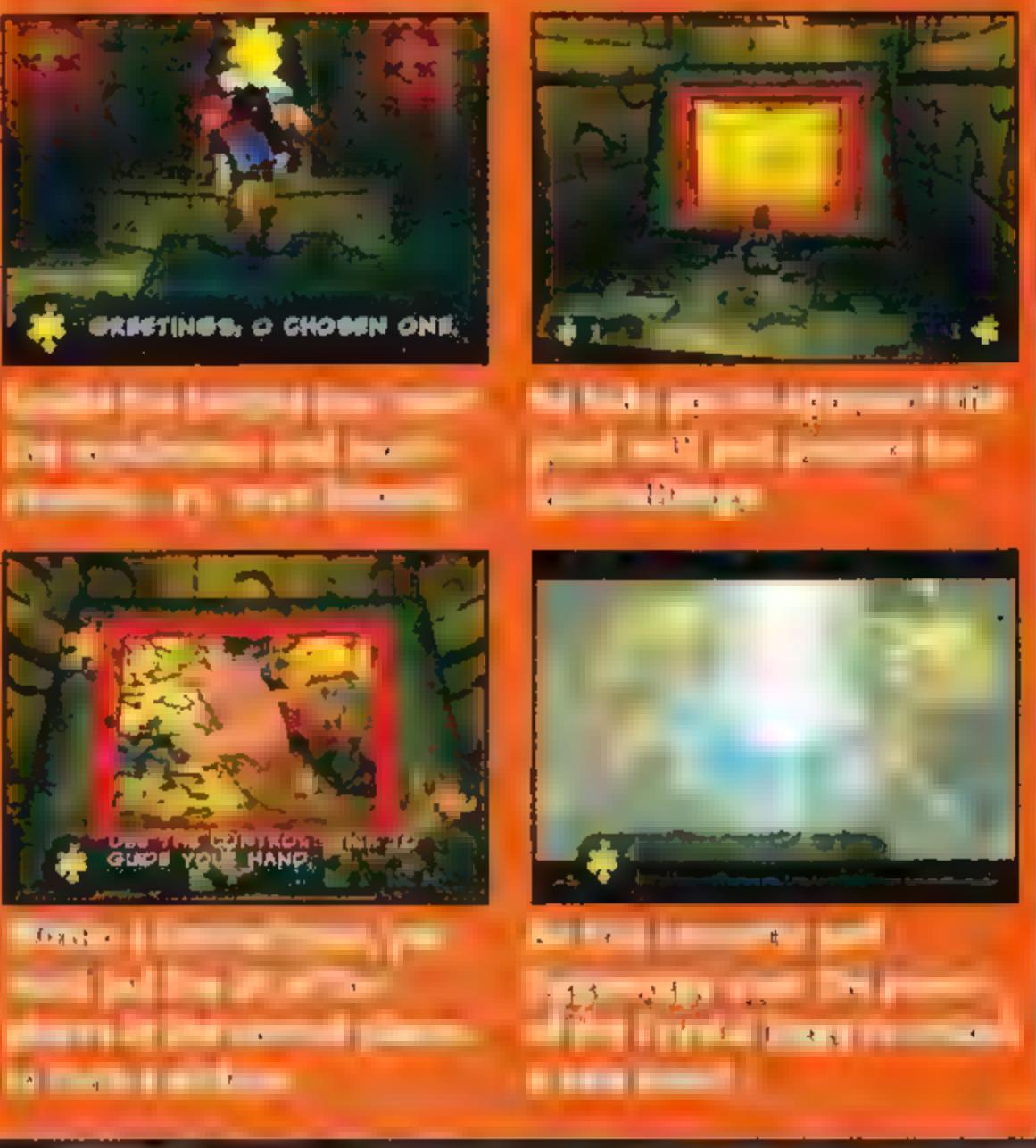
vaguely irritating degree. In *Banjo-Tooie* however, the backtracking isn't a problem. The levels – while large – are not, as a rule, too labyrinthine (well, most of them, anyway) and the layout of each of them is nicely structured, with well-placed shortcuts in the form of portals that zip you wherever you want to go, once you've

'This game is a-friggin'-mazing!'

[Below] As in *Banjo-Kazooie*, you must rescue all the Jinjos. This time there are also evil versions of them in the game, called Minjos.

**A Blast From The Past**

Getting' Jiggy Wid It



located the all-important warp pads. The result is that not only is it not a chore having to go back to levels already tackled, but it actually ends up being a pleasure, because more often than not you know that when you go back you're going to uncover something really cool!

Bear With Us

Everything about *Banjo-Tooie* gives the impression that, more than anything else, it's a continuation of the first game, rather than a totally distinct game in its own right. While this might sound a little obvious, it's not always the case with sequels. In *Majora's Mask*, for example, while the story follows on from the first game, you nevertheless begin without all the objects and skills that you'd acquired in *Ocarina of Time*. In *Banjo-Tooie* however, you start the game with all the moves you gained (or would have gained, assuming you played it and played all the way through to the end) already available. What this means, of course, is that you can do everything you could in the first game, and quite a bit more besides. There are a gob-smacking 20 all-new moves for Banjo and Kazooie to learn in *Banjo-Tooie*, and that's in addition to a whole variety of different eggs, objects and special pads. Oh... and did we mention that Banjo and his feathered friend can now split up and play independently? Or that you can now take control of Mumbo Jumbo and go off for a wander? It's a fact: this game is a-friggin'-mazing!

Now you might be wondering exactly how you go about learning all your new moves, considering that your old Mr Miyagi-style mentor Bottles has just popped his clogs. Well fortunately, Bottles may be dead but he's still not totally uncommunicative. On the initial stage at least, if you



approach one of his mole hills his ethereal spirit appears to give you advice and – if you need it – refresher training on all of the moves from the previous game. If you examine Bottles' body too, his spirit makes some very disturbing observations like 'look at me, I'm decaying' or words to that effect... er, but that's not actually really all that helpful.

Feather-tastic

Bottles' spirit does however seem to be restricted to the area in the immediate vicinity of Banjo's house, so who takes on the burden of training the bear and the bird now? Well, luckily, Bottles has family, and thus Banjo and Kazooie find some much-needed help in the form of the late mole's brother, Sergeant Jamjars. Jamjars is the epitome of an American army drill sergeant, and



[Above] As well as a bunch of new characters, you can expect to meet old favourites from the first game.

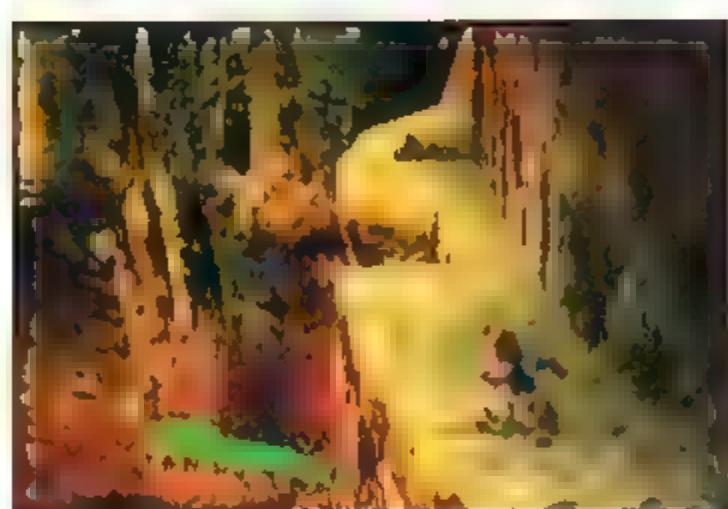


[Above] Suddenly a nasty chill sets in. Fortunately Banjo remembered to bring his patented thermal 'Wonderbear' underwear.

Ice Ice Baby!



Marvelous Multiplayer!



Above, There's lots of running around to be done in Banjo-Tooie, but fortunately the camera is better than in the first game.

he can be found in various places on each level, summoned by way of metal hatches. For clarity, these hatches have a red light on them to signify that Jamjars has a skill which you haven't yet learned or a green light if you've already got that ability. Sergeant Jamjars also runs a system of underground silos, which allow you to instantaneously travel to places in the 'hub' sections of the game – once you've initially found them the 'hard way' (ie: on foot).

Jamjars isn't the only new character you encounter in the game. Besides him and the additional witches Mingella and Blobbelda, there are a few other characters of note. King Jingaling is the king of the Jinjos – remember them? The little bird-like creatures you had to rescue in Banjo-Kazooie? He's the guy you initially go



Above] This troll looks a bit precarious. Kazooie's keeping his head down, because apparently he's scared of heights!

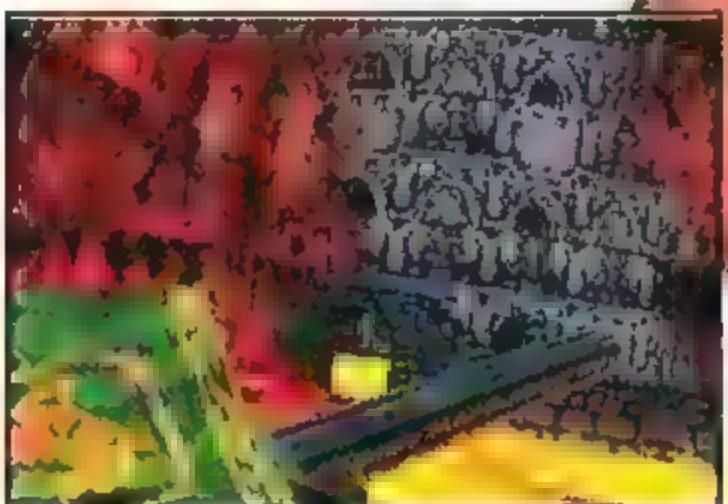
to for help and guidance and he gives you some handy tips to start you off... unfortunately he's also the first victim of Grunty's sisters' life-sucking ray-gun and pretty soon after you first meet him he ends up a zombie! On the subject of the Jinjos – the little birds have managed to get themselves in trouble once again and – you guessed it – it's up to you to rescue them. They come in nine different colours, and when you rescue a complete family – ie: all the Jinjos of one colour – you get yourself a Jiggy. Watch out for the evil Minjos though... they look just like Jinjos but when you get close they attack you!



[Above] Ding, ding! All aboard! The delayed four-thirty express to Bournemouth will be leaving in just over five hours...



[Above] Become an adventurer! Travel to strange lands! Meet interesting creatures! Er... pelt them with eggs!



[Above] This level contains a tent that belongs to a classic videogame hero who goes by the name of Sabreman!



Tackling
Tootie!

[Above] Each of the levels in the game looks markedly different. This one for instance looks rather futuristic...

Mumbo Magic!

Which brings us to Master Jigglywiggly. As in the first title, you must collect the golden jigsaw pieces – the Jiggies – to unlock the various worlds. However, this time around, instead of just finding them and taking them to the appropriate place, you also have to pass a test set by Master Jigglywiggly, a mysterious figure who resides in a secluded temple near the Jinjo village. Once you have collected the requisite number of Jiggies you must go to him and pass his puzzle test. This is the animated puzzle-assembly challenge like the one Bottles made you do in *Banjo-Kazooie* to earn the various game cheats which could be entered in the Sandcastle. The catch is that if you're no good at this, you won't be able to unlock the levels, so you're well advised to start practicing on the puzzles in the first game now!

Another new character is Honey B. She's a friendly individual who you come across inside a giant beehive on the Isle O' Hags and she gives you energy in return for honeycombs.

The last new character worth mentioning is Humba Wumba. Whereas in the first game if you went to see Mumbo Jumbo he'd transform you into something, in this game popping in on the skull-



[Above] And guest starring this week on 'Treasure Hunt' we have... Banjo! Okay, so his butt isn't quite as nice as the former presenter's, but he does have very good stamina.



Hey Mumbo!



Can I Kick It?



headed witchdoctor instead gives you control of him. So, to get your transformations done, you need to go and see the mystical Indian, Humba Wumba. In exchange for a Glowbo – a rare magical creature – Miss Wumba changes you into a variety of different forms, and if you thought the transformations in the last game were weird, then wait 'til you get a load of these!

100

Bird On A Wire

As we've said already, *Banjo-Tooie* is an absolutely huge game and one which is destined to keep gamers

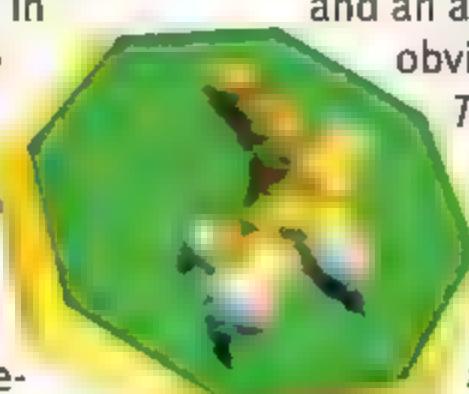


remain to be unlocked in *Banjo-Kazooie*... The emphasis in this game is on gameplay and on fun. The humour throughout is fantastic, both in the dialogue between the many characters and even in the names. Take Bottles' family for instance – we've never seen so many different

An awful lot of work has obviously been put into Banjo-Tooie

hooked for absolutely ages. This time around Rare has also sorted out the multiplayer options, which in the first game were – quite frankly – a joke, so there's going to be plenty of replay value, even when you've finished everything in the one-player game. That said, there are so many secrets in here that, even when you do finish it, there are still likely to be plenty of hidden things to uncover, and a whole mess of puzzles to solve. Plus, there's the whole mystery of the Ice Key and its related secrets that still

slang terms for spectacles in our lives! A lot of thought, a great deal of care and an awful lot of work has obviously been put into *Banjo-Tooie* to make it a fabulously playable title, just like its predecessor. It makes the delay in the release of the UK version all the more frustrating, but does mean that we've all got something very, very special to look forward to in 2001. *Banjo-Tooie* is an absolute gem of a game, and one which no-one should miss. Pre-order your copy today! ■



2nd Opinion

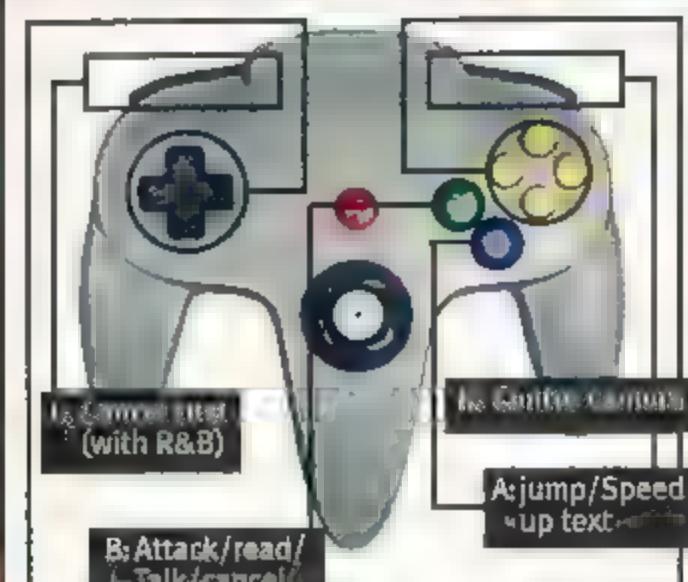
Rating



Above: Banjo gets a little tired of adventuring and decides to bed down for the night in this luxurious tent.

64 BOTTOM LINE

CONTROLS



C Up: Toggle first-person view • C Down: Cycle through camera views • C Left: Rotate camera left • C Right: Rotate camera right

D: Not Used

Z: Crouch/Slow down text

ALTERNATIVES

Banjo-Kazooie: Nintendo

Reviewed: Issue 16, 90%

Super Mario 64: Nintendo

Reviewed: Issue 1, 92%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

95

Soundbite:

More of the same – only better!



TIGGER'S HONEY HUNT

64 REVIEW

\$64,000 QUESTION

- Absolutely beautiful to look at
- Plenty of mini-games and challenges to keep you going
- Simple, easy-to-use controls
- Probably too easy for older players

MEMORY OPTIONS

MEMORY:
Saves to cart
CONTROLLER PAK:
Not Used

NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



DRIVE
Release
Date

Price

Rating

Age

Genre

Platform

Rating

<p

Tigger's Honey Hunt

Bouncing Is What Tiggers Do Best!

Though Winnie the Pooh is everyone's favourite tubby little teddy bear it seems that, at least recently, there are even more people who are fans of a certain orange-and-black-striped bouncing tiger, who goes by the name of Tigger! Possibly due to this popularity, over the last few years a lot more emphasis has been put on this hyperactive hero than on any of the other secondary characters in the world of *Pooh*. If evidence of this be needed then the recent Disney release *The Tigger Movie* proved that the stuffed tiger could easily support his very own feature film and also made him – if he wasn't

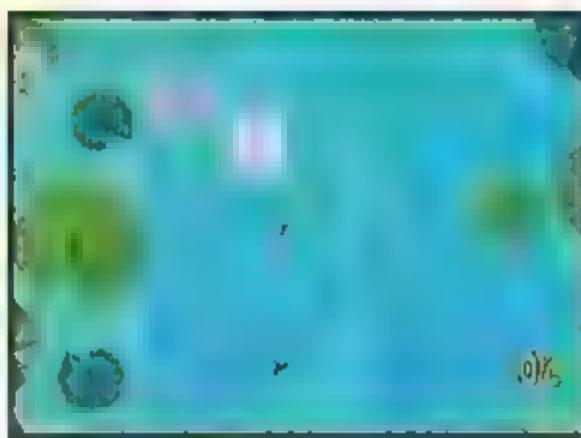
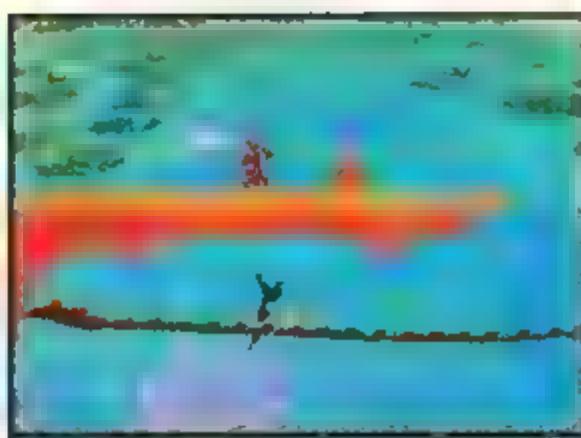
already – a fully-fledged star in his own right. So, for all of those fans around the world that have always preferred the bouncy, striped one to the short, podgy one (who – let's face it – is a bit wet), this latest platform game for your N64 should both delight and astound you in equal measure!

Jump Street

You can see immediately what makes Tigger the appealing character he is – he's unmistakably adorable and almost ridiculously cute (have you gone soft Paul, or what? – Roy). Although he tries to be helpful, nothing turns out quite as he expects and he can be ignorant to the point of being naive. His happy-go-lucky attitude and desire to have fun every minute of the day is infectious, and his constant search for adventure gets him into trouble more times than anyone can care to mention. He's a rogue, a fool and constantly optimistic. So, judging by these traits, you can easily imagine how they would translate into a platform game. If you're asking how, then let us fill you in on the story behind *Tigger's Honey Hunt*, which, to be honest, pretty much speaks for

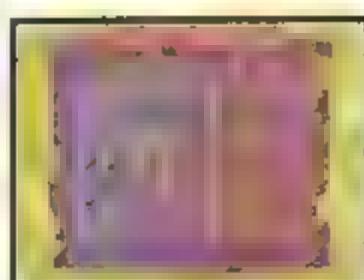
Pooh Sticks!

If you have ever wanted to join everyone's favourite fat bear in his favourite pastime that doesn't involve honey, then you'll be pleased to know that the game of Pooh Sticks is a vital part of the honey hunt! If you want to learn more special moves then you need to beat Pooh in a game of Pooh Sticks. Having selected a place to throw his stick, Tigger must wait and see if it will be the first down the river and ring the bell before Pooh does! If Tigger wins, Pooh teaches him a new move.



Rabbit, Rabbit!

Another one of Tigger's marvellous mini-games, the point of this one is to copy everything that your good friend Rabbit does in the allotted time! It is quite a simple game that requires you to press the C buttons that correspond with the rather bizarre moves Rabbit makes. If you can successfully achieve this (relatively tricky) task, then Rabbit will inform you how to perform a brand new jump!



itself! In the best story-telling tradition, the adventure begins something like this:

"It was a happy time in the Hundred Acre Wood and everything was just as it should be. Rabbit was pulling carrots from his field, Eeyore had lost his tail once again, Pooh was hungry, and it had been a while since the tubby bear had thought of an excuse to have another party. It was at that moment that Pooh realised there didn't have to be a reason and so began to prepare his humble home for guests. There was only one problem and that was honey, or rather, his lack of it and so it began to seem like Pooh was going to have to put his broom to one side and search for more honey. Things could have become extremely dull if it had not been for Tigger who made one of his more adventurous appearances that

soon bowled Pooh over. When Pooh had managed to explain his situation to Tigger and the tiger had listened carefully to the information, Tigger took it upon himself to help search for more of Pooh's favourite food and off he bounced on a new adventure..."

Eye Of The Tigger

With the plot out of the way, Tigger must bounce his way around various areas of the Hundred Acre Wood, collecting pots of honey, avoiding all manner of troublesome creatures and helping his friends out along the way. At this stage it should probably be pointed out that this game has been developed with the younger end of the market in mind and because of this, it doesn't actually require that much skill. However, as side-scrolling platform games go, this one is quite superb. For an

older player who is more accustomed to *Zelda* or *Perfect Dark*, the game shouldn't take any longer than a few hours to finish, but even if it is completed within a short while, there is still loads to do and see, so stick with it!

Most of Tigger's quest is very straightforward. You start at one end of the level, proceed right and before you get to the finish you should have collected enough honey pots to leave that stage! It really is that simple, but as you progress there are some things which require a little bit more exploration.

Every few stages or so, one of the other characters teaches you a new way of jumping which allows you to jump higher or farther. These new skills mean that you can now get to places that were previously unreachable. Using these new jumping abilities

As inoffensive, easy to enjoy and brilliant NGP games go, this is one of the very best!

Below There are tons of diamonds to choose from but Tigger isn't interested in those. No, he's only after the honey!



Above It's just another day in the Hundred Acre Wood and Tigger is doing what he does best - bouncing!



Above "Take that hat off!", yelled Tigger, "It makes you look like a bloody idiot, take it off before I slap you one!"



Above "About last night Mrs Kanga, you see, I got very drunk and... well, I think it's best we just forget all about it!"



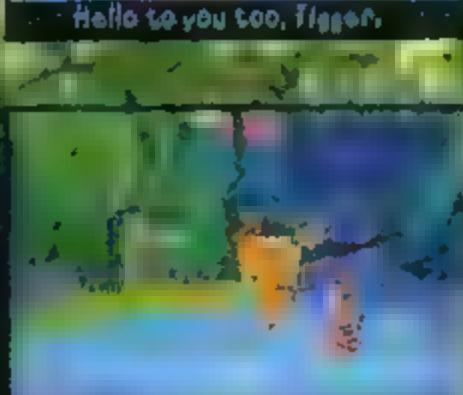
Above] Tigger was blown away, literally, by the news that he was finally going to get his very own videogame!



Above] After years of someone stealing clothes off his line, Rabbit finally managed to catch the thief on his CCTV camera.



Below] Eeyore's down in the mouth today and so went to Tigger for advice. "Cheer up you miserable bugger!" He shouted.

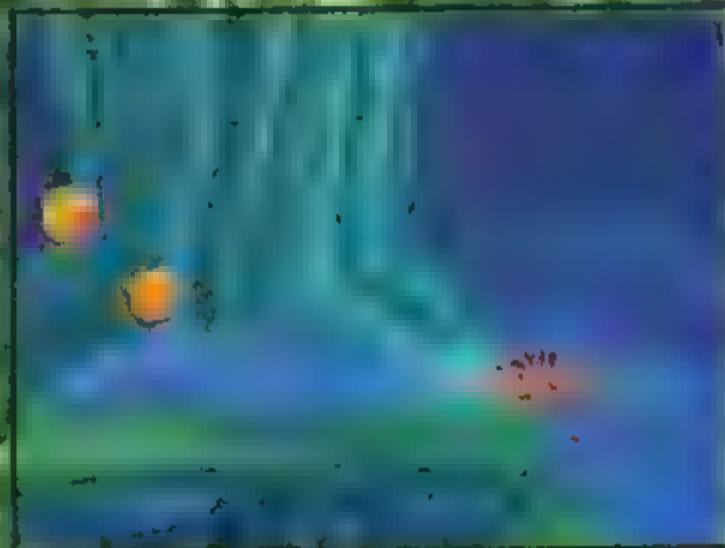


Hello to you too, Tigger.



you can backtrack over past levels and complete new tasks. As each level unfolds, other characters from the Hundred Acre Wood turn up and ask for your assistance in finding a piece of equipment, locating another friend or in looking for a lost object. Some of these tasks are reasonably simple to complete while others are a lot trickier! As each new talent is taught to you, you can then go back and search the whole of any previous level to finish the task asked of you. So, even if the whole game itself can be completed rather easily, there are still little jobs for you to go back and tackle, which should surely add an hour or two to the gaming experience.

Another way that *Tigger's Honey Hunt* manages to keep your interest long after the main part of the game is over, is with its photo album section. As you progress through the game, you come across photos of Roo which you can collect. As you accumulate more and more of these photos, back in the menu screen they are added to your album that records images from your adventure. Once again, even if the game is a breeze to



[Above] Rolling, rolling, rolling... keep those Tiggers rolling... rolling, rolling, rolling... rawhide!



[Above] Er... oah. I can see that this is obviously a very bad time for you Mr Tree. I'll just come back... a lot later.



Scissors, Paper, Stone

Towards the end of Tigger's adventure you will be required to play this game of chance with the wisest of all the characters, Owl! In a competition to win four games before your opponent, you must guess which of the three elements can beat whatever item Owl chooses. Again, it relies upon a choice of one of your C buttons but if you are lucky, you can time it just right so that you can see what Owl pulls out and therefore make the right choice!



[Below] Splendid! Good show!



46
Above: Tigger has to be extra careful as he passes this windmill in the wood. It is rumoured to be haunted by an emu!



complete, there are usually still plenty of photos for you to hunt down and add to your collection!

Putting A Tigger In Your Tank

A lot of care and effort has obviously been put into this title to ensure that it doesn't look like some rushed-out product which could upset *Winnie The Pooh* fans or annoy gamers. Even though this title is really intended for smaller children, the developers have managed to make it accessible to all those interested in the world of Christopher Robin's favourite toys! There are mini-games galore, ranging from 'Scissors, Paper, Stone' to 'Rabbit Says', which is a variant on 'Simon Says'. There is even the opportunity for you to challenge Pooh to a game of Pooh Sticks, which should delight a fan or two! Although these mini-games are discovered as you progress through the game they can also be accessed at the main menu screen for you to play any time

you like against the computer or even with a couple of friends! The opportunity to allow friends to play against each other (although not in the actual game) shows that this is a title that wants to be played over and over again, and to be honest, it deserves to be!

The way you actually control Tigger is simple and very easy to master. Only a few buttons need to be pressed at any one time, and special moves are achieved by pressing the Z or B button. This gets rid of having to hold down some buttons whilst stabbing at others in order to achieve that higher jump, and thus is perfect for younger players. The outcome of this is a control system that teaches the player all the moves he/she needs to know without giving them loads of buttons to remember in sequence so that they can overcome an obstacle! As the game progresses, the challenges ahead do become tougher and require you to master the controls but the difficulty of the game never becomes frustrating or leaves you wondering what to do next!

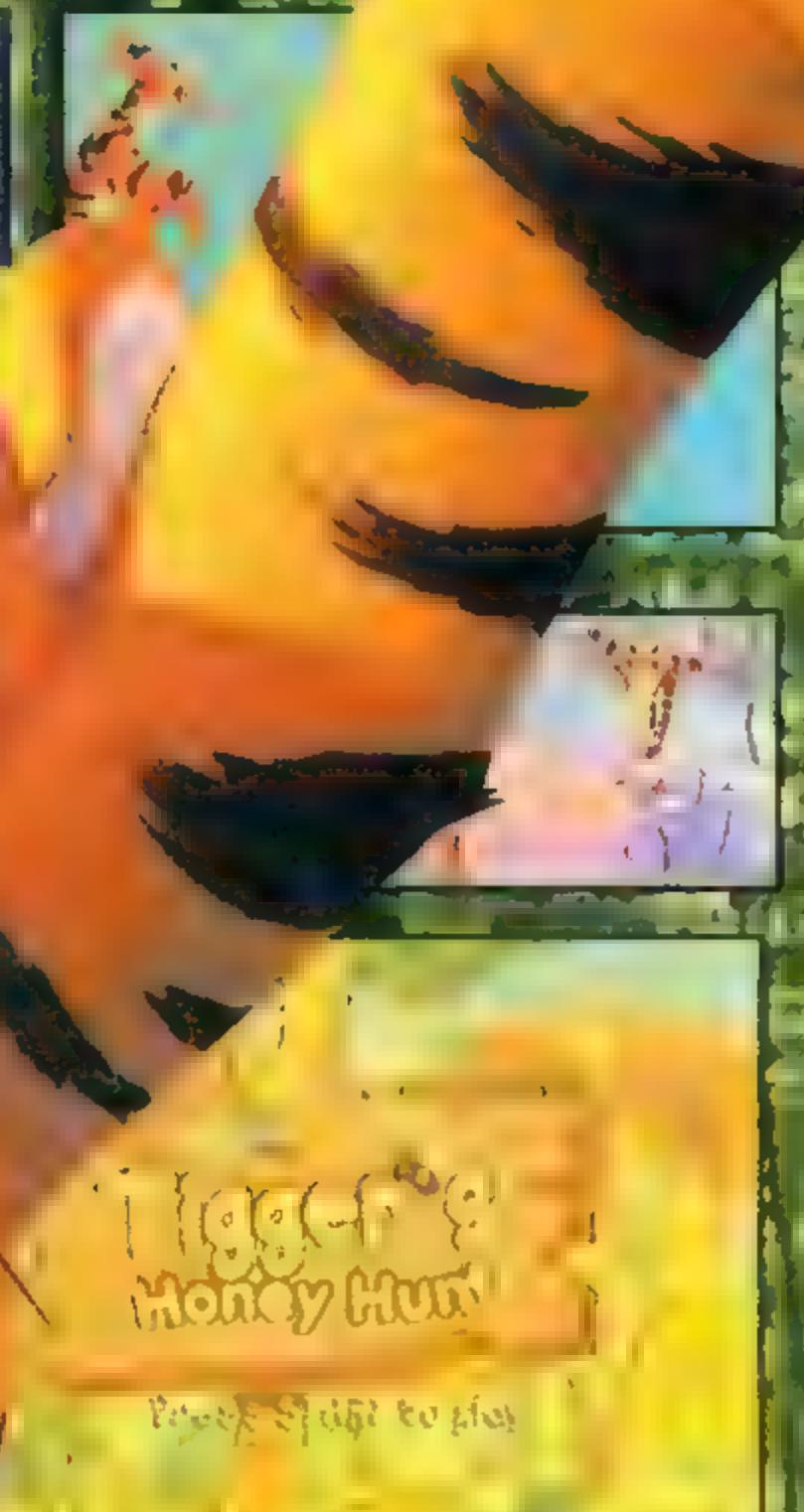
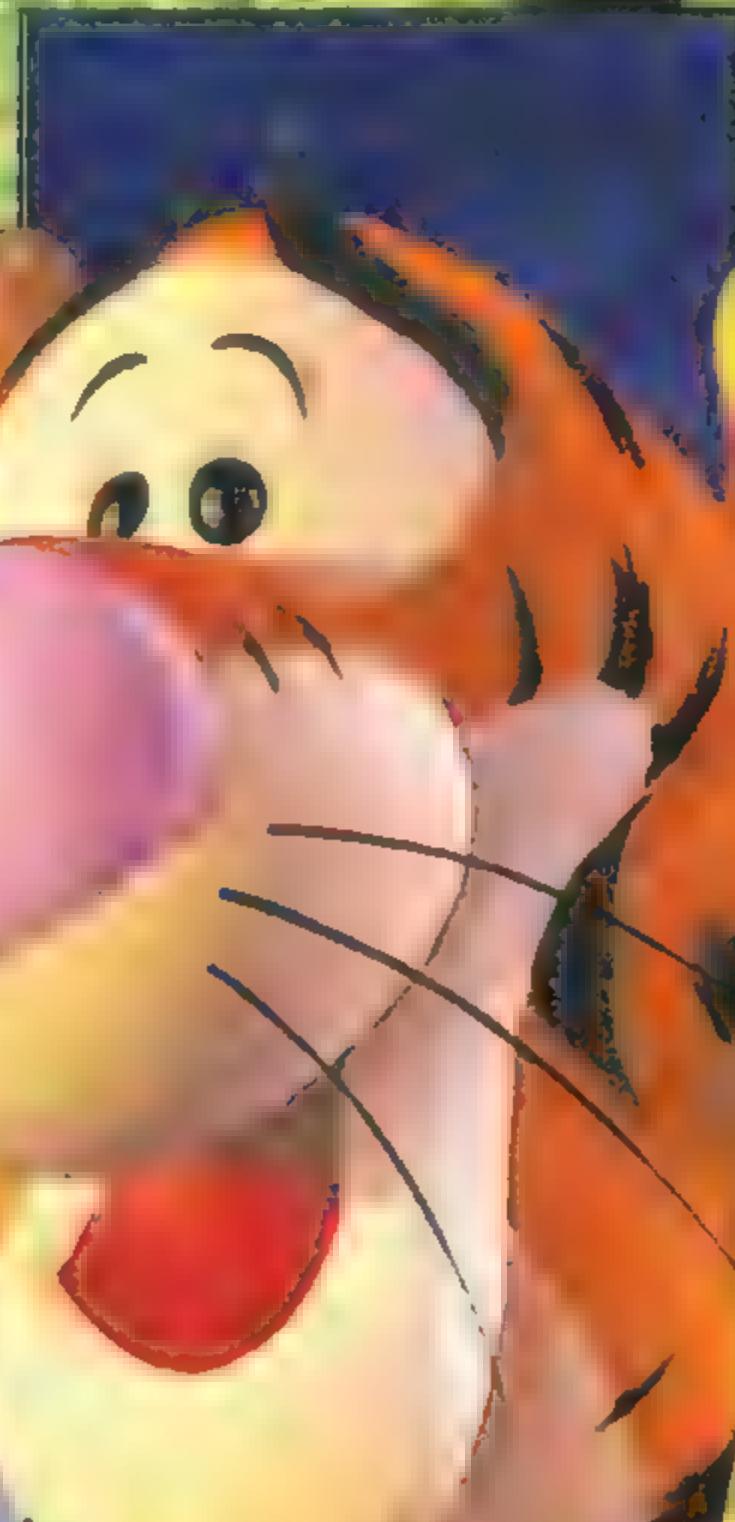
Piglet In The Middle

Possibly one of the greatest achievements that this game manages to deliver is the quite

stunning and beautiful graphics which don't just capture the feel of the Walt Disney cartoons but actually make you feel that you are watching the original animations. This has to be the most faithful representation of any cartoon character on any games machine so far! It quite simply is a wonderful job. The backgrounds look as though they have been lifted from stills of the original cartoons and the characters themselves are brilliantly rendered. A lot of care has obviously gone into this game!

As Tigger bounces around the nine levels, the seasons of the year change. Starting at spring and ending with snowy wintry levels, each one perfectly portrays the change in the weather. Tigger moves smoothly and has a whole range of expressions and techniques to show off as he interacts with other animals from the wood. All the favourites – including Heffalumps and Woozles – make an appearance and each one has the exact same attention to detail you'd expect from a Disney licence. This

Tigger moves smoothly and has a whole range of expressions and techniques to show off





Above: Tigger likes to sail down river in style and this large box was just perfect for a pleasant cruise in the sunshine.

detail is at its best when you watch the cut scenes that link all the stages together, and which bring the magic of Pooh and Co to life. This obviously loving recreation of Tigger's world extends into the main menu sequence too! A giant story book contains all of the options and areas, and each section of the game has its own page. If you know the film and how it structured itself around the pages of a child's story book, then you already have a good idea of how the menu screens in this game look! It's quite amazing that an N64 title has been allowed to look this good and it is just a shame that unless you are an avid fan or a young gamer, the true spectacle of the game will be lost on so many! Everything from shadows to minor things like bats flying in the background have been added in, to ensure that there's far more to look at on the screen than just a mad orange stuffed toy with a strange fixation for jumping up and down!

Eeyore Number One!

Of course, there are a few small gripes to mention. The most obvious is that – of course – the game poses no real challenge to those of you who like your games to be tricky. There are a few (and by a few,

Memories...

As with any good photo album, Tigger's is filled with happy memories about his honey-hunting adventure. As you proceed through the game, you can collect more and more photos to fill up those originally empty pages. See if you can collect them all, and if you can, at least you won't have to worry about your mum pulling the baby photo album out to show family and friends. Especially that picture of you when you were aged two having a wee in the bathtub!



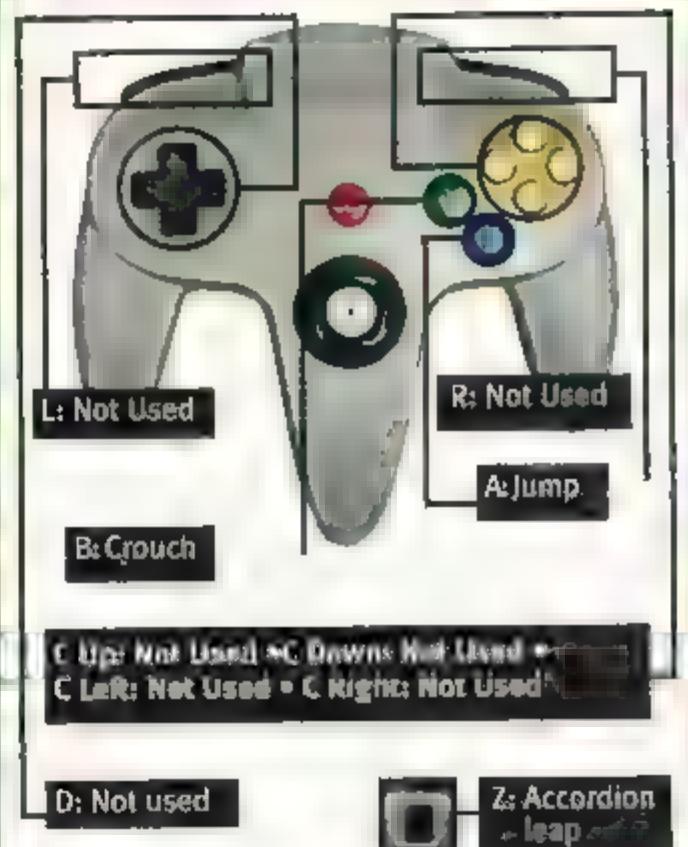
we literally mean a very few) moments when the game might be a little too tough for the younger kids, and bearing in mind who this game is aimed at, these occasional instances might be a bit off-putting. As an overall game though, these problems pale into nothing because the strengths of the game far outweigh the few negative points that the title has.

If you can forgive these minor flaws then what you are left with is a fun, gorgeous, almost addictive title that is one of the few real games that invites the younger members of the family to pick up the control pad and play away. Okay, so it won't set the gaming world alight and many older players will dismiss it for the subject matter and difficulty, but to those of you who do decide to invest in it will never, ever feel disappointed. T-T-F-N!

REVIEWS

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Quack Attacks Ubi Soft
Reviewed: Issue 46, 85%
Yoshi's Island Nintendo
Reviewed: Issue 25, 85%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

92%

Soundbite:

Although easy enough, it still had plenty for you to do and, of course, it looks stunning!



Above: "Yo! Owl my man! How's it hanging dude? Ya gonna come on down the local gin-joint with me and chill for a while?"

2nd Opinion

Rating



Often when companies say games are aimed at 'younger kids' it's simply because they're rubbish, but that's not the case here. This is an absolutely fantastic game, carefully crafted for young gamers. It's fun. It's gorgeous. It's Tiggerific!

Rowan Kimber

\$64,000 QUESTION

- Uses voice recognition
- Fairly nice graphics
- Quite amusing in places
- A wide variety of Pokémon games to play
- Voice recognition is really very limited
- Tasks are very basic
- Not actually much 'gameplay' involved

MEMORY OPTIONS

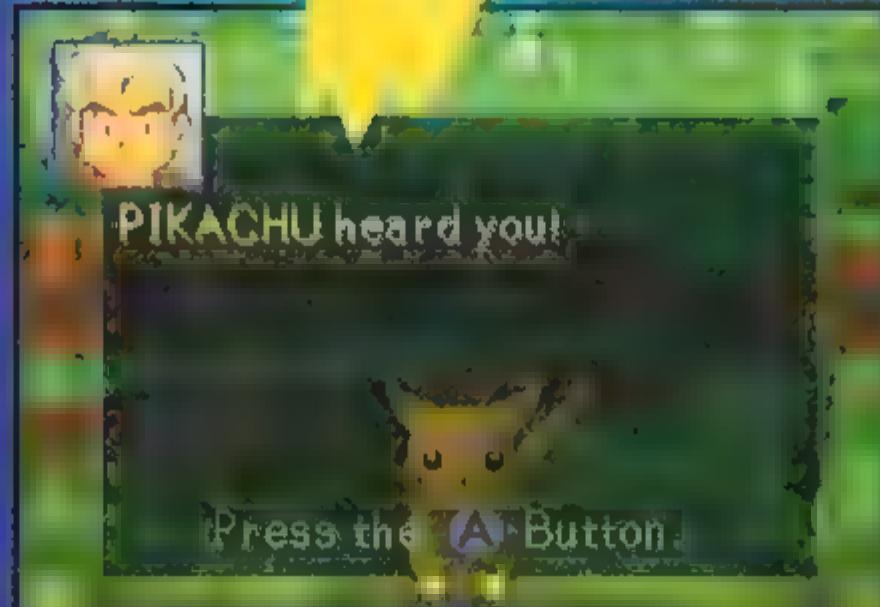
MEMORY
Stores two saved games
CONTROLLER PAK
Not Used

NINFO



Publisher: Nintendo
Developer: Nintendo
Game Type: Virtual Pet
Origin: USA
Release: Out now (import)
Price: £89.99

Say something to PIKACHU!



Hey attempts to communicate with the strange yellow lifeform that's appeared inside his TV while Russell... er, laughs a lot.

The B Button



[Above] Oops... got a bit of a nose blockage... uh oh, I can't hold it! It's no good, it's gonna blow... everybody clear out of here - now!

Hey you! Yes, I'm talking to you! Voice recognition on the N64! What do you reckon? Bit cool, eh? We thought so too. Shame the only thing you get to talk to is an insufferably cute, diminutive yellow monster. Ah well, you can't have everything...

Hey You, Pikachu! was the talk of the office (no pun intended) when we first heard about it. An N64 game with voice recognition? How cool would that be? Initial outings on the Japanese version proved strangely unsatisfying, mainly because our mastery of Japanese is... er, crap. The

"At first, the game is rather fun."

little yellow fellow spent most of his time just staring at us in bewilderment - much like a member of the 64 MAGAZINE team who's just been asked to 'get a round in'. The word on the street at the time was 'Give Way' - ho ho! Sorry, no... the word on the street at the time was

that due to translation problems, there wouldn't be an English language version available. That turned out to be half-right, because although Nintendo UK have stated that a European conversion is almost certainly a 'no-no', an American translation has just recently materialised across the pond.

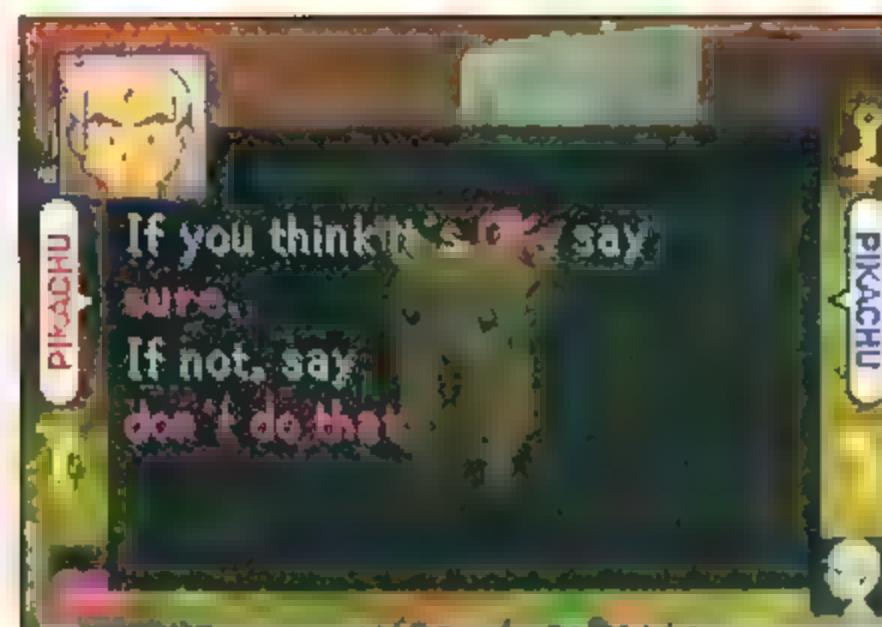
You Talkin' To Me?

Before you could say 'I demand a recount!' we were off down to our friendly local import emporium and - while the hard-working shopkeeper was busy on the phone - made off with a copy of the game, post haste! (Note: we obviously gave it back afterwards, because remember kids: stealing is wrong!) Safely back in the 64 MAGAZINE games area, we connected everything up, switched on our Nintendo and tried out our best American accents out on the diminutive Pokémon who (eventually) shyly came forward to meet us.

Hey You, Pikachu! stars - you're not going to be overly surprised to learn - the most famous Pokémon of them all, Pikachu. The story behind the game (gotta have a story you know) is that Professor Oak, the Pokémon bloke from the cartoon, is working on a new way of communicating with Pokémon and you've volunteered to help him out. The obvious flaw in this plot line is that in every *Pokémon* cartoon, comic and movie the little collectible creatures seem to be able to understand anything that is said to them, without the need for any special devices, but hey - what can you do?

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Is This Love?

Can two individuals really fall in love when they're not even of the same species? Particularly when one of them is actually just a fictional character brought to life through a videogame who only responds to limited phrases like 'Hello', 'Goodbye' and 'Get off the bed you disgusting little creature, you haven't wiped your feet!' Roy would like to think so. We caught him doing this after several continuous hours of subdued chatting with a certain overly-cute Pokémon. Some might say that Roy was a little sad, some might say he's deluding himself... we just reckon he's not playing with a full deck any more.



Don't Make Him Angry!

Just like that classic comic character Bruce Banner (aka: 'The Incredible Hulk') Pikachu is not someone that you want to make angry! There Roy was, chatting away happily, minding his own business and wondering how long it was until lunchtime, when he failed to notice that our yellow friend was getting a bit narked about something. Before you could say 'Hang on, I'm not Earthed!' the grouchy Pokémon unleashed a massive thunderbolt and... well, the result was rather unpleasant, to say the least!

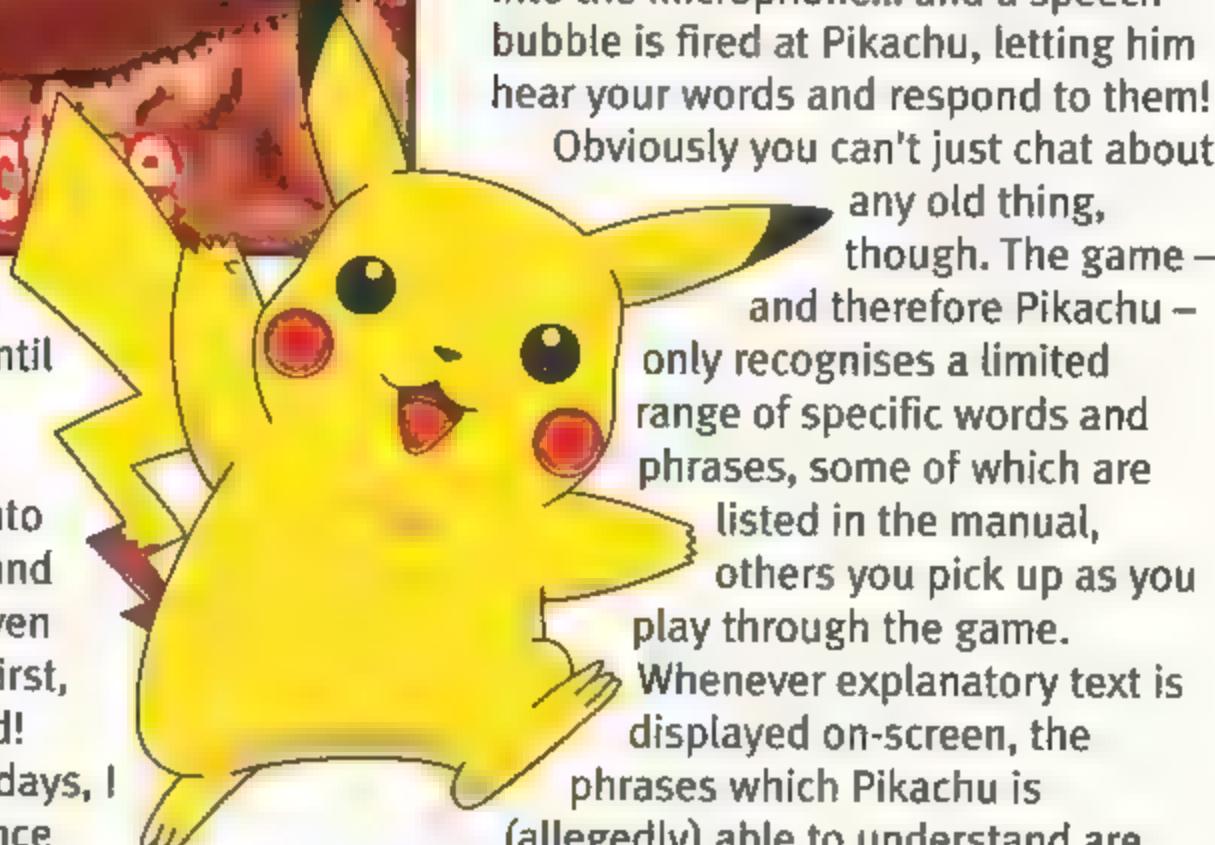
**PIKACHU woke up**

today. A quick fade-to-black later and you're in the Viridian forest, face to face with a wild Pikachu! Under the Professor's instruction, you then get to have a brief chat with the friendly fellow, before returning home to bed – days in Pokémon country apparently being rather shorter than they are in most other parts of the world. Perhaps the Pokémon all live near the planet's pole or something?

Anyway, over the course of the next few 'days', and under the watchful eye of Professor Oak, you get to know Pikachu and to earn his confidence. This is done by chatting to him and playing some simple – for

want of a better word – games until he grows so attached to you that he moves into your bedroom (and that's without even being engaged first, let alone married! Pokémon these days, I don't know...) Once

Pikachu has moved in you are then free to roam around the surrounding areas pretty much at will and try out a variety of the aforementioned games, which range from fishing to taking part in a Spanish-style pinata party.

**It's Good To Talk...**

So... nothing particularly special so far, right? Except of course that your method of interaction with Pikachu in this game is rather special. The gameplay revolves around the use of a special N64 peripheral, the VRU, or Voice Recognition Unit. This plugs into port four on your console and connects to a microphone which, in turn, clips neatly onto your N64 controller. With everything correctly assembled, the Z button becomes your PTT key (that's Push-To-Talk, just in case you're not up on the latest radio jargon). Press Z, speak clearly into the microphone... and a speech bubble is fired at Pikachu, letting him hear your words and respond to them!

Obviously you can't just chat about any old thing, though. The game – and therefore Pikachu – only recognises a limited range of specific words and phrases, some of which are listed in the manual, others you pick up as you play through the game. Whenever explanatory text is displayed on-screen, the phrases which Pikachu is (allegedly) able to understand are highlighted in red, and thus you know to note them all down.

By learning these phrases, the idea is basically to 'get on' with Pikachu, coaxing and cajoling him through the variety of sub-games for which you



[Above] Er... yes Roy. It's a television. Very good. Now can you please just get on with reviewing the game?



[Above] Hey You! Yes, you! I'm talking to you, Pikachu! What are you looking so cheerful about? No-one likes you anyway.



[Above] Oh... okay, I'm sorry. I didn't mean it. It was just a joke, okay? Don't give me that 'wounded puppy-dog' look again...



▶ HEY YOU PIKACHU!

REVIEWS

64
MAGAZINE

45

Fishy Fun

One of the activities that Pikachu enjoys (apparently) is fishing – you discover this when he turns up at your door with a fishing hook apparently stuck in his head!



Yep, Pikachu likes going fishing all right – could he be a little more excited, do you think?



Just like real fishing, you can end up standing around doing nothing much of the time.



However, time in the game is compressed and so fairly shortly we've got a bite!



Pull you little yellow bas... er, pull you cute, cuddly creature you! Come on, heave!



Twenty-three inches eh? Not bad. Of course, you should have seen the one that got away...



[Above] "So anyway, I said to Charmander, 'you can't do it like that!' and he just looked at me with this daft expression..."

[Above] Greetings earthling. I am an emissary from Nintendo, here to tell you that we are taking control of the world!

"The vocabulary that Pikachu (supposedly) understands is very limited."



earn certain bonuses and acquire different objects. Any objects that you find are stored in your inventory and you can then take them out and use them to strengthen your relationship with your pet Pokémon. The beach-ball for instance can be used for a game of catch – something which Pikachu is rather keen on (apparently).

tutorials which educate you on how to use the VRU and how to deal with Pikachu. It's rather good fun to speak instructions and have Pikachu respond to them, and the various tasks that the little yellow chap has to perform are fairly novel and entertaining for a while. But (there's always a 'but'), there's a problem.

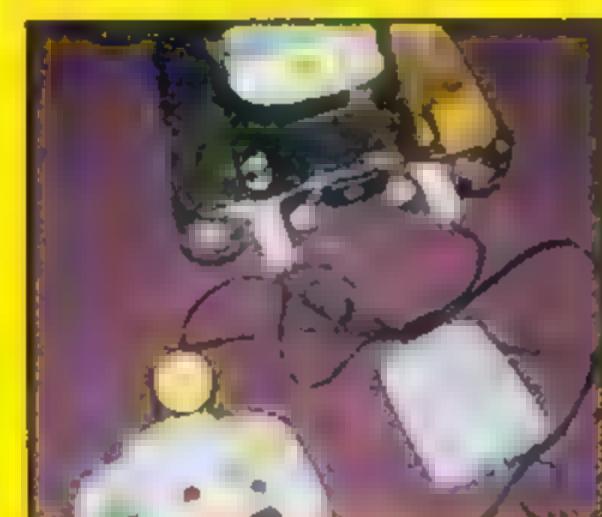
The first of these is the speech recognition. To be frank: it's not actually very good. Okay, so it's fair to say that this is an American game and therefore the VRU is presumably calibrated for an American accent and American pronunciation. That said though, Americans in general do still speak English (of a sort) and so it's

Is There Anybody There?

So... the big question then: how does all this come together? Well at first, the game is rather fun. The initial few stages are basically a series of special

Now Hear This...

Here's the set-up that allows you to talk to everyone's favourite (or least favourite) Pokémon – the VRU plugs into port four on the N64 and the microphone is connected to it. The microphone then clips neatly onto the back of an official controller (you'll need to use sticky tape on a third-party one) and you're all ready to chat!





Pinata party!

Yes, the fun really does never end in *Hey You, Pikachu!*



A Pinata party is taking place on the beach, and Pikachu's been invited.



Fun, eh? That Professor Oak obviously doesn't get out very much.



The aim of the game is for you to guide Pikachu towards the Pinata...



Left a bit, left a bit... now right, keep going right... no, the other right!



Okay... left hand down a bit... forwards... forwards... and now swing that stick!



Success! Now quick, pick up all of that cool stuff and let's leg it out of here!

reasonable to assume that providing you speak clearly and don't have a broad Glaswegian accent then anyone speaking English should be able to make themselves understood at least part of the time.

It would be understandable of course, and perfectly reasonable, if certain words which sounded similar were mistaken for one another by the game. So saying 'Yellow' instead of 'Hello' for instance. Or 'Clock' instead of 'Drop'. However, it's not really much good when you say 'Naff off you annoying little yellow thing' and the game responds as if you've said: 'you're so cute'. Russell (resident Pokémon authority) had a bash at the game and – being the person he is – he thought he'd try out a few of the more popular expletives and the result was rather disappointing. Basically, whatever he said to Pikachu, the creature responded as if Russell had said whatever it was that the creature had been expecting to hear. So if Pikachu was expecting us to say 'hello', then no matter what we said he'd smile and wave and say 'hello' (or the Pikachu equivalent) back.

In fact the more we played with the game, the more it seemed to be that

the gameplay was set up so that in many places where you're expected to say something, more often than not there is only really one response that you can give, and whatever you say, Pikachu reacts as though you've said it. Even when you're in a situation where there are a range of things to say – like on the Field Trip sub-game for example where you're supposed to help Pikachu find various items in a field ('field' trip, g'ddit?) it doesn't really seem to matter what you say. Pikachu just roams around and pretty much does his own thing anyway.

I Can't Hear You!

After a while this begins to get a little frustrating. The vocabulary that Pikachu (supposedly) understands is



The Pied Piper Of Poliwag

Yes, as if this game weren't exciting enough already, you actually get to go on a rescue mission! Calm yourselves though, it's not actually that interesting...



Apparently a number of little Poliwag have gone missing in a swampy area.



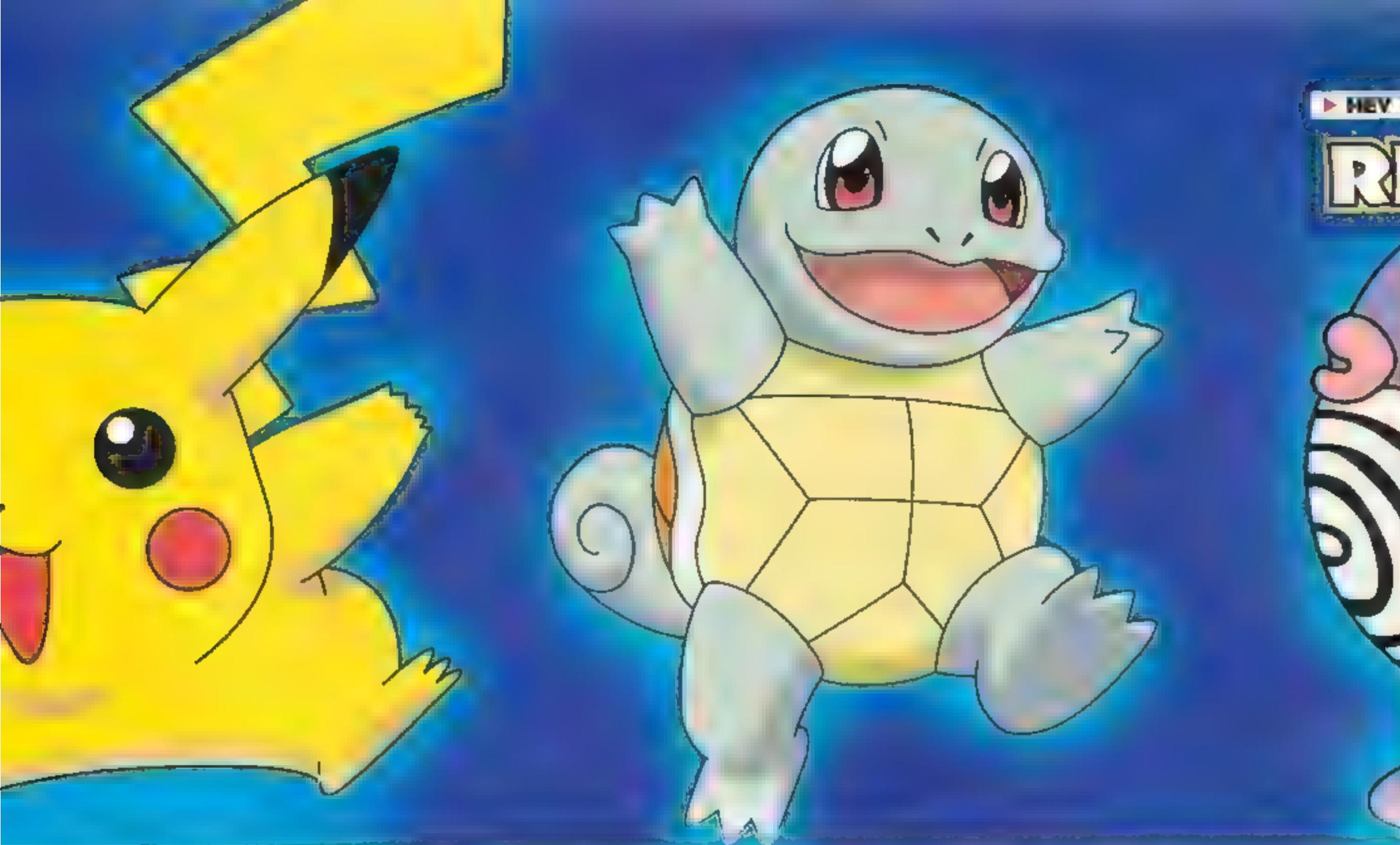
So it's up to you and Pikachu to track them down and collect them before nightfall.



To do this you must guide Pikachu around the paths, hunting for the little creatures.



Who then follow the yellow fellow as he takes them home where they belong.



[Above] The house that you inhabit in the game is a lot like the Big Brother house... except that you're allowed to leave when you want!



very limited and the games that you get to play with him are ultra-simplistic and ultimately not all that satisfying. They're obviously aimed at younger children, but that doesn't excuse them from being dull and – once you've tried them once or twice – fairly repetitive. Graphically too, the game is a little disappointing. While Pikachu himself is fairly well animated and the game is nice and colourful, there are lots of graphical touches which are badly implemented. When Pikachu is eating something for example – he takes two small bites and then the whole object just disappears. You can't help but feel when you look at the graphics and consider the gameplay that the vast majority of the work involved in this game went into developing and programming the VRU, and how Pikachu responds to it.

"Fun for a while, and then ultimately it just gets boring."

It certainly seems that the rest of the game was pretty much an after-thought.

The result is a title that is essentially a novelty. Presumably if gamers are young enough that they don't mind the simplicity of the sub-games and the fairly basic animation on everything except Pikachu, then they'll doubtless love the fact that they can communicate – even to a limited extent – with the cuddly little monster. Anybody older though, unless they have a real love of all things *Pokémon* and can thus look

[Below] Oh good grief... not on the bed you daft animal! Those scorch marks are a bugger to get out – I'll need to buy a new duvet now!



2nd Opinion

Rating



→ *Hey You, Pikachu!* is a very unusual game, in that all you really need to do is talk. It is an excellent choice for younger gamers who adore the little yellow *Pokémon*, but probably not worth squat to any real gamer. A nice idea, although a rather expensive one!

→ Russell Murray

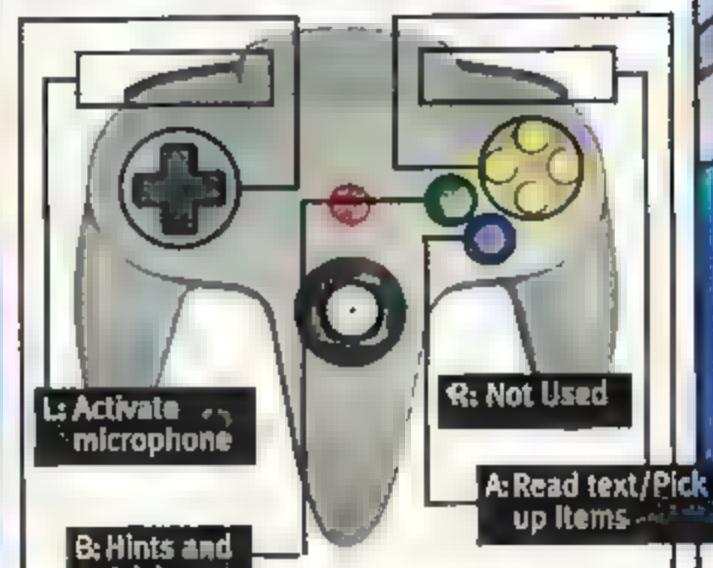
▶ HEY YOU PIKACHU!

REVIEWS

64
MAGAZINE

64 BOTTOM LINE

CONTROLS



C Up: Look at Pikachu/Move forwards
C Down: Look around/Move backwards
C Left: Step left • C Right: Step right

D: Not used
Z: Activate microphone

ALTERNATIVES

Pokémon Snap: Nintendo

Reviewed: Issue 45, 90%

Pokémon Stadium: Nintendo

Reviewed: Issue 39, 88%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

75

Soundbite:

A novel experience, but ultimately a fairly short-lived one



48
 (Above) One of the great things about the ship you control in *Defender*, is the pace of it – very useful for legging it out of danger.

RETRO ARCADE FACT

Defender is clearly very popular with East Coast hardcore rappers, the Wu Tang Clan! On a recent collaboration with American rockers Limp Bizkit, the Wu sampled *Defender*'s world-famous bleepy noises to cover up some of their more 'colourful' language! Sweary!



NINFO

PLAYERS



EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer	Midway
Game Type	Puzzle
Origin	Arcade Compilation
Release	Out now (Import)
Price	£34.99

£34.99

Midway's Greatest Hits:

Retro Arcade Fever sweeps the N64!

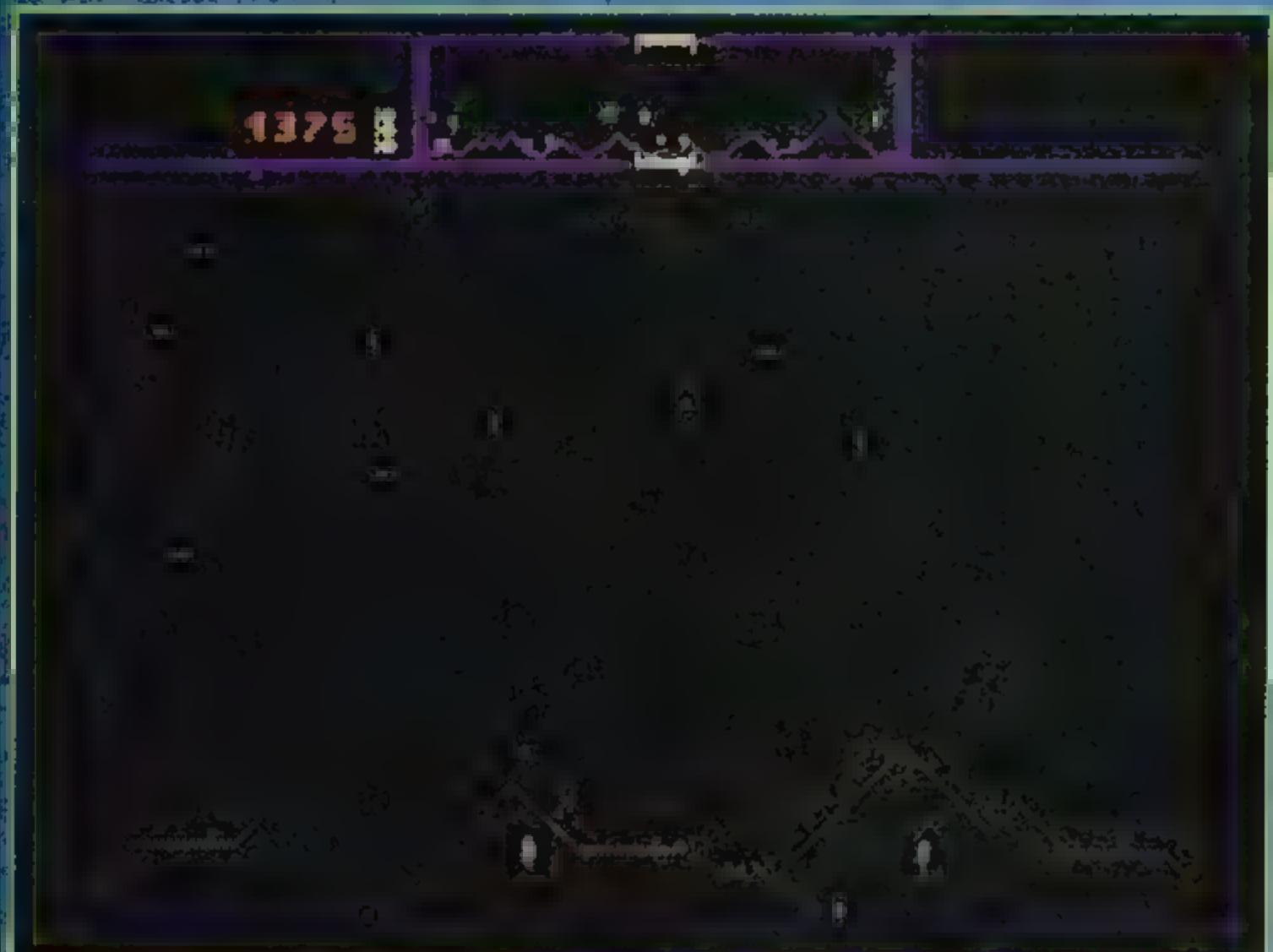
The Seventies and early Eighties have a lot to answer for: the three day week, miners' strikes, power-cuts and, of course, the awful spectre of Margaret Thatcher. It wasn't all bad for our drainpipe-trousered forefathers though, as Mars bars only cost about 3p, and they did get to waste hours on many now-defunct arcade machines.

In those days, graphics were part of the imagination, and a quick blast on classics like *Defender* was perfect for killing time 'dahn the yoof club', or in your local smoke-filled amusement arcade. Well, now you can relive those heady days (even if you were only a twinkle in the milkman's eye at the time) with a copy of *Midway's Arcade Greatest Hits: Volume 1*!

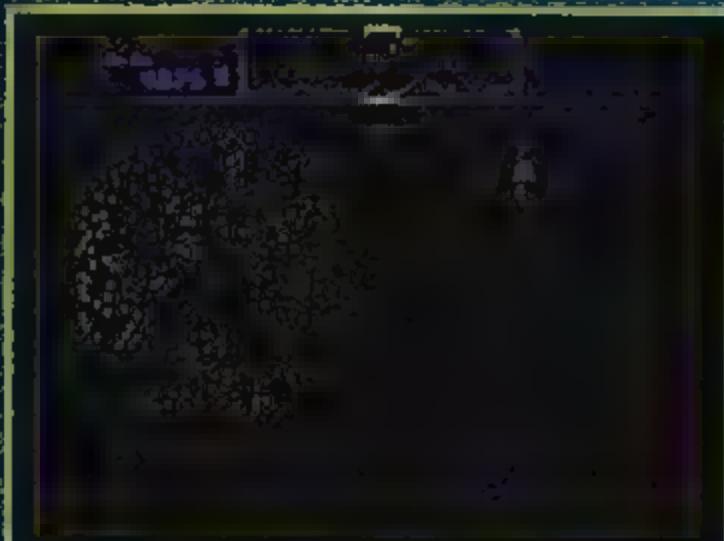
The first thing that strikes you about this package is the sheer range of games available. If you had to choose six games that summed up arcade gaming's infancy, then *Defender*, *Robotron 2084*, *Sinistar*, *Joust*, *Root Beer Tapper* and *Spy Hunter* would probably all be on your list. The great thing about including this range of games is that everyone has their favourite, and furious

debate will be sparked by the list of titles alone! Shouts of things like: "Hey – where's *Space Invaders*?" and: "What – no *Rampage*?" might well be the result of wheeling this cart out at a party, but we think the games on offer are more than enough to be going on with, and good value too!

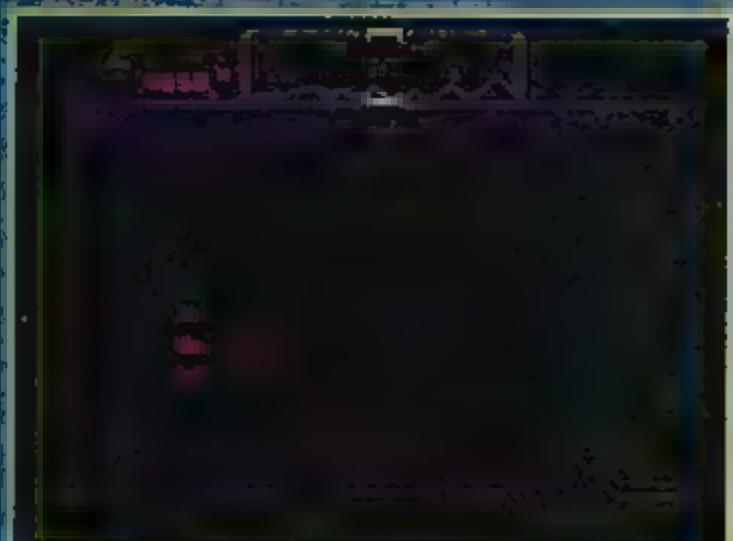
As all of the games featured here are still hugely popular in their own



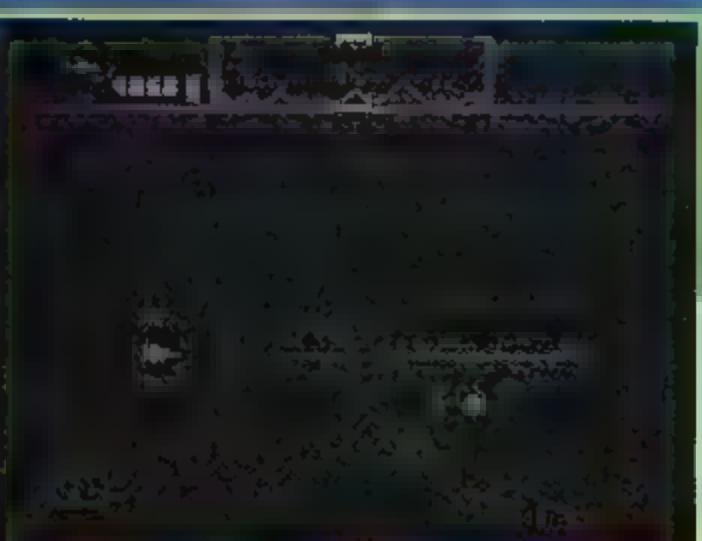
(Above) Have some green laser death, you evil invading alien you! The weapons in this game really do kick ass!



(Above) The defending forces were forced to use last year's left-over Millennium fireworks when they ran out of ammo.



(Above) The aliens sent in their crack squad of battle-trained space jellyfish when all other tactics failed.



(Above) The prototype 'Snot Cannon' caused havoc when the defenders unleashed it for the first time.

MEMORY OPTIONS

MEMORY
N/A

CONTROLLER PAK
Save-scores

RETRO ARCADE FACT

56
The car featured in the game is based on a concept car that was popular at the time. Also, the developers of this top-down scroller listened to all sorts of Seventies music while they were doing the coding, like REO Speedwagon! Ask your Dads!



hence the title of the game – Roy.) Where this game really succeeds is in the simple fact that you start every level in the middle of the screen in the midst of the action. Although this sounds like a minor point, it does mean that (as the screenshots show) it's a battle to stay alive from the word go. In later levels, the sheer volume of baddies means that the action gets completely manic, with lasers flying about all over the show as you try to protect the innocent humans from the evil robotic monstrosities.

At the end of the day, *Robotron* is a classic title. The gameplay style will be familiar to anyone who's played *Smash TV* – which is quite a



Robotron 2084. A quick equation for your encyclopaedia: plus minus plus plus plus equals? That's right, the answer is 'Instant fiery death'!

aliens in deep space. This game also takes the 'inertia' control system idea from *Defender*, and improves on it, meaning that it really does feel like you're steering your ship around in

craft is subject to momentum, but it can also spin around on the spot! This is very handy for those (all too frequent) moments when the ship is surrounded by legions of

"Robotron 2084 pits you, a humble cybernetic killing machine, against vast swathes of well, blocky things"

few people – and it's well worth checking out.

Sinistar is another early classic which sees you (stop me if you've heard this one before) battling evil

zero gravity. Also, like *Robotron 2084*, the simple fact that you're constantly surrounded by marauding enemies makes for some pretty frenetic gameplay.

Bash Those Buttons!

The basic aim of this 2D space battler is to destroy the *Sinistar*, a massive great asteroid-like baddie with flashing red eyes and sharp, pointy teeth. No, really! The only problem is, the *Sinistar* is also about 200 times the size of your puny little spacecraft, so, more often than not, you go running after the *Sinistar*, only to accidentally get eaten when you engage it in combat! Persevere though, cos the effect when you destroy the immense enemy is really quite impressive.

Another great feature of *Sinistar* is the way that your ship handles. As we've already mentioned, the

incoming asteroids or aliens, as it means you can take them all on at the same time. There's also a handy little map at the top of the screen, which makes tracking down your enemies much easier.

Midway obviously thought that gamers might need a break from the whole 'killing aliens in space with lasers' scenario. So, in the immortal words of *Monty Python*: 'Now it's time for something completely different': it can only be *Root Beer Tapper*!

Ah, booze! I bet you were wondering when we would finally get around to that! (It's only root beer, don't get too excited – Roy.) What? Eh? Are you sure? (Yes, and you're wasting time. Get on with the damn review! – Roy) But... oh all right then, here goes!

Root Beer Tapper casts you as an honest bartender, trying to keep all

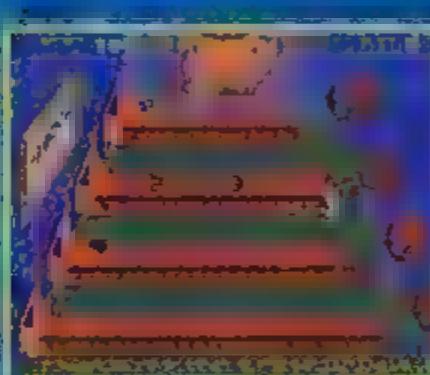


Above: Pickford's and Rhemo's bitter feud escalated into mindless violence on the open roads.

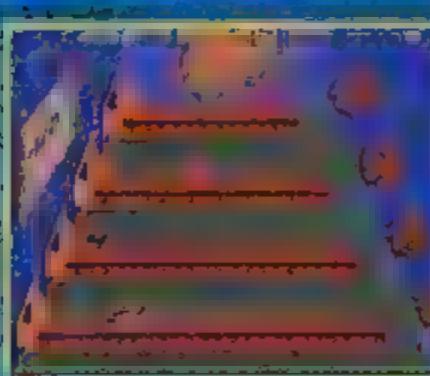
Above: As they crossed Tower Bridge, motorists noticed that a small dog had wet itself in the middle of the road.

RETRO ARCADE FACT

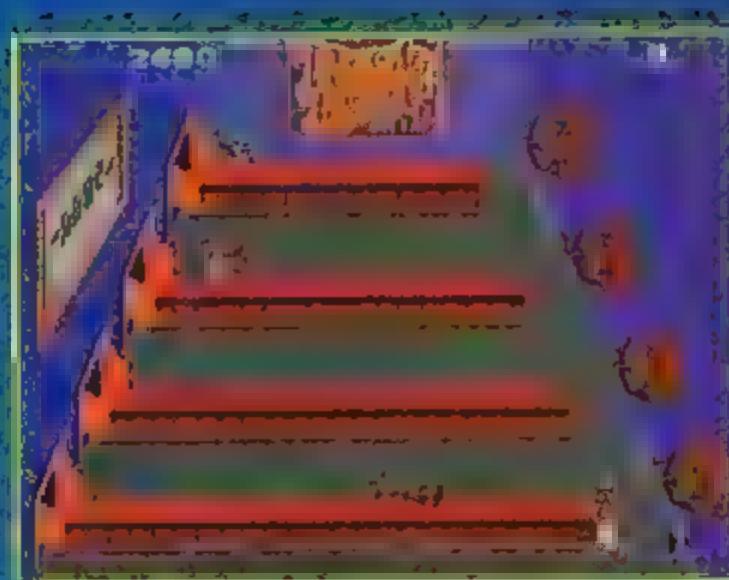
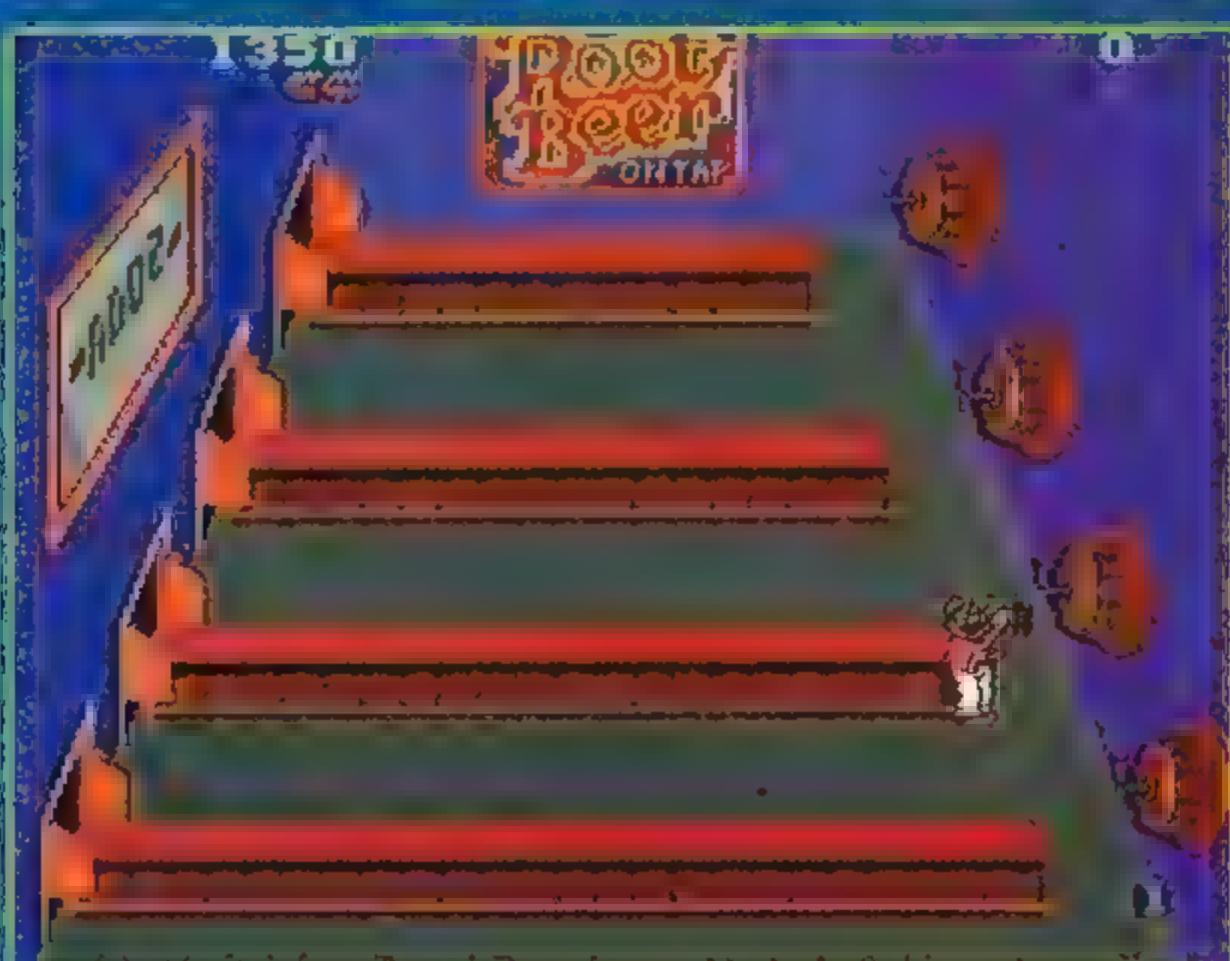
Yank watery lager giants Budweiser were so impressed with *Root Beer Tapper* when it was released, that they decided to license an official 'Bud' version of the arcade game. The cabinet even had drinks holders, and a bottle opener near the coin slot! Cheers!



(Above) As the game gets faster, pints of root beer start to fly everywhere! If only all pubs were like this, we'd never leave!



(Above) Here you can clearly see what happens if you don't mop up split beer. The barman has knocked himself out on the bar!



(Above) Business picked up dramatically when the cast of the latest Clint Eastwood movie turned up one day.

of his thirsty customers topped up with lovely, fizzy root beer. Unfortunately, the punters must be thirsty, as they just keep on coming back for more and more...

Time Gentlemen Please!

The secret to success in *Root Beer Tapper* is knowing exactly when to fling your pint. As simple as it sounds, a mistimed sliding glass of root beer not only makes a right mess of the pub, but also results in our hero being thrown down the bar after it! This means that the player has to keep track of who wants serving on six bars at a time and must run around collecting the empties as well! It's not all bad though, because, if you're quick enough, you'll earn much-appreciated bonuses, in the form of small piles of cash.

Whereas *Sinistar*, *Robotron 2084* and *Defender* were all really obvious choices for a compilation of arcade classics, *Root Beer Tapper* doesn't really have what it takes, playability wise, to compete with those titles. It's great fun for a while, but you probably won't be coming back to it on a regular basis, unless you've still got a bit of a soft spot for those old Play'N'Watch LCD handheld games like *Donkey Kong*, that is.

Unfortunately the same can also be said for the fifth title in the collection, *Joust*. Now, call me a know-nothing heretic if you like, but

The Weakest Link

As we couldn't quite decide which of these games was best (or worst), we decided that it should all be settled with a homage to the contestant-baiting, ginger genius that is Anne Robinson, and her latest triumph, *The Weakest Link*.

"HELLO! Anne Robinson here! You know, the annoyingly

ginger queen of afternoon quizshows! I've been asked by those HAPLESS IDIOTS at 64 MAGAZINE to grill two of the least satisfactory games in this selection, and find out which is the STRONGEST and which is the WEAKEST link. By the way, after I'm done here, I'm

popping across to the USA to sort their PATHETIC election FIASCO out for them, once and for all!"

"RIGHT! I won't beat about the bush any longer! *Defender*, you were the most popular game of your time, you banked the most money, and are the best game here. Therefore, YOU are the strongest link!"



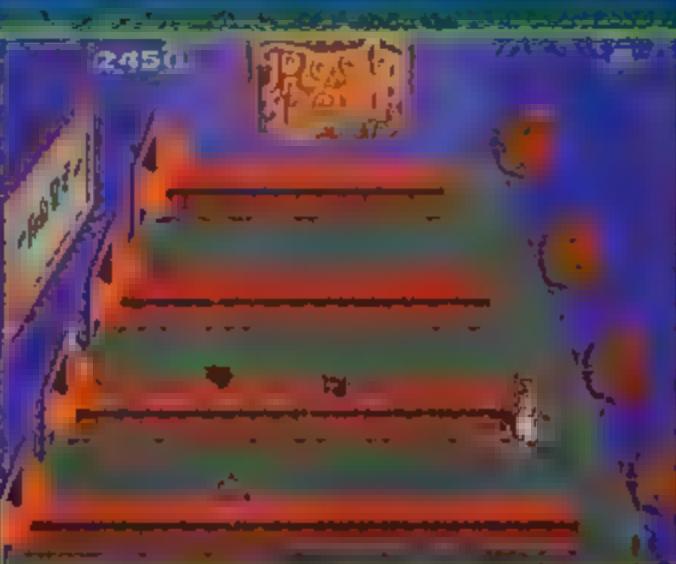
Rubbish main sprite.
All the levels are the same.
Just downright irritating



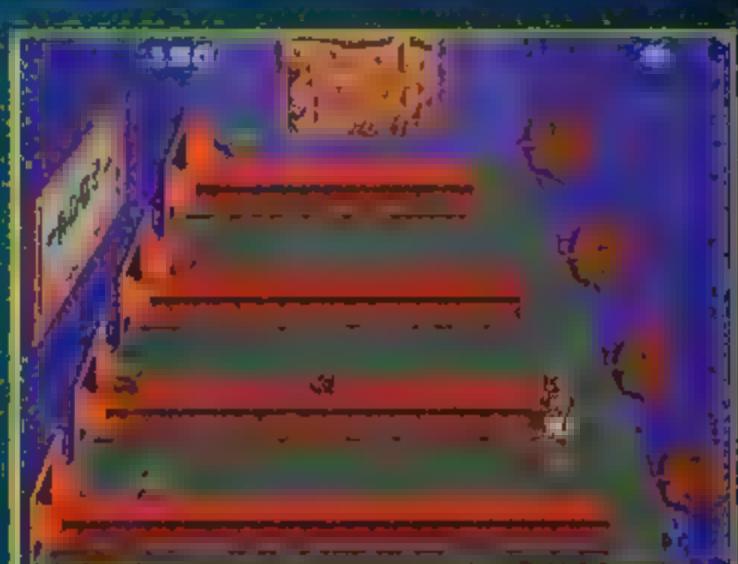
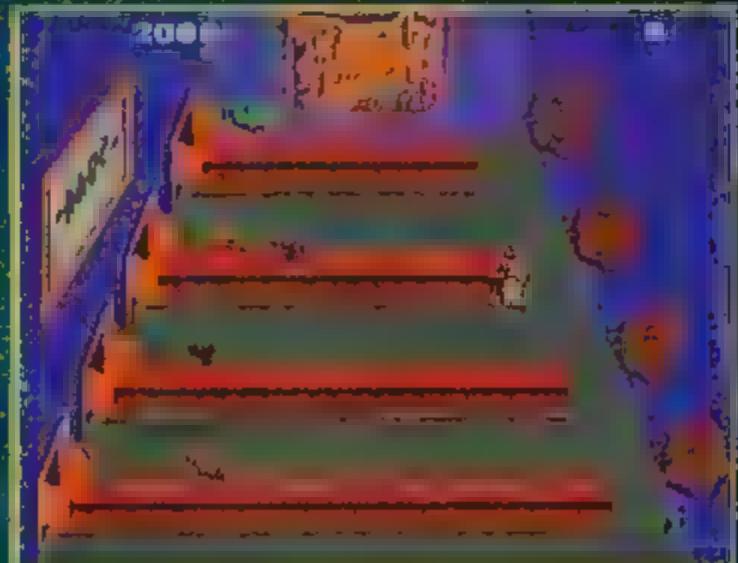
"Joust, you have failed to win over the 64 MAGAZINE team convincingly – and you failed to make any money when first released. You are the Weakest Link, goodbye!" Er... has she gone yet? Can we come out? Phew...



Repetitive gameplay.
No actual alcohol featured.
Plays like an LCD handheld game.



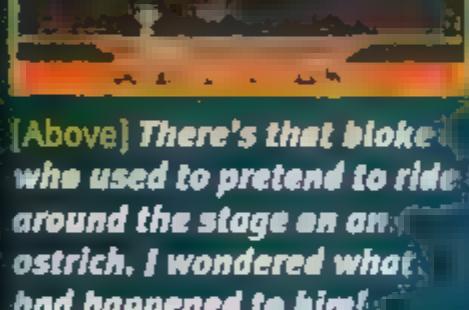
(Above) The cowboys took ages working out how to adjust the height of their brand-new high-tech barstools.



(Above) The Invisible Man's drinking problem meant that he liked to have two pints on the go at the same time...

RETRO ARCADE FACT

52
Jousting was popular during Mediaeval times, and was used to settle disputes. If a knight won a jousting competition, he could decide the fate of his rival, either sparing his life, or having the poor wretch beheaded. Grisly!



[Above] There's that bloke who used to pretend to ride around the stage on an ostrich. I wondered what had happened to him!



[Below] 'They'll never find me up here', he thought, just as another swarm of enemies blocked his only route to safety. Cripes!



[Above] Honestly, for a winged horse, you're not very fit, are you? Dobbin - get to Weightwatchers, this instant!

I really didn't like this game. I mean, that three-pixel-tall version of Bernie Winters isn't really supposed to be a knight on a flying horse, is it? It is? Oh...

Lancelot

The gamer's unenviable task in *Joust* is to race around trying to off the enemy jousters with his lance, (steady on) collecting points and bonuses in the process. The 'twist' is that play takes place over a single screen of small platforms, which all the jousters fly between on their winged horses! Sounds good? Well, it is - for a while. The main problem with this game is that the difference between the levels is very small, and the main sprite is, frankly, pathetic.

Without good graphics to redeem it, *Joust*'s lack of playing appeal is very apparent. That said, there is some fun to be had, as you bomb around the screen trying to lance all the other jousters. When you successfully attack, the defeated knight drops his shield for you to collect. Once you've beaten all the knights who were charging about on the various platforms, you progress to the next level. Once again though, the playability is a little bit limited, and doesn't stand up to more than about half an hour of play before you get bored. Shame!



[Above] Honestly, Eighties platform games were horrid back then. I mean, come on, look at that character! They don't make them like that anymore! (Thankfully.)

Fortunately, the final game in the set, *Spy Hunter*, goes a long way towards redeeming the flaws of both *Root Beer Tapper* and *Joust* - it's absolutely fantastic! The game casts you as a (you've guessed it) spy hunter, tearing down the road in your souped-up car, shooting at innocent bystanders and the odd enemy spy with a variety of tasty weapons, including machine guns and rockets!

Vroom! Ratatatat!

Ever seen the movie *Spaceballs*? In that classic Mel Brooks space caper, one of the ships has speed settings that get so, well, stupid, that they're actually called 'Ridiculous Speed' and 'Ludicrous Speed'. Well, in *Spy Hunter*, it seems that the same applies. Your motor has got two gears - 'lo' and

'hi', in true arcade tradition - but the 'hi' setting is so, erm, 'hi' that it has to be used *very carefully indeed*. Picture the scene: you're casually bumbling along in your jalopy, bumping off cyclists, and you think to yourself: 'Hey, here's a straight bit of road, I'll just put my foot down - after all, it can't do any harm, right?' **WRONG!** All of a sudden, you're batting along at what feels like about 300 miles per hour, frantically trying to keep your car on the road!

This sudden burst of speed is - like a petrol-powered hedge trimmer - absolutely terrifying the first time you use it, but it gets easier to control after a while, and becomes a vital, if hair-raising, part of the gameplay. *Spy Hunter* is a difficult game, but there's more than enough to keep you

[Below] It won't take a rocket scientist to work out what the size of this next level is. That's right, it's the age-old 'try not to get killed before the end of the level' ideal. Good luck!



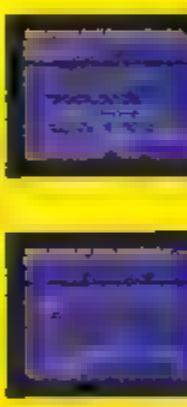
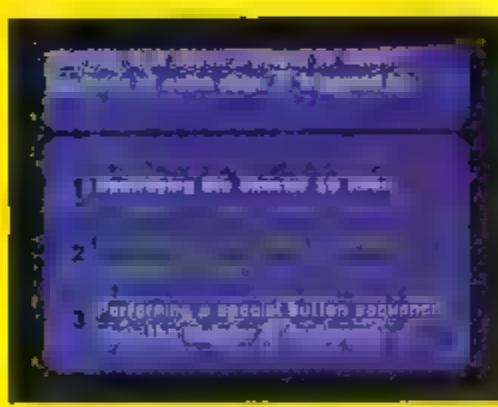
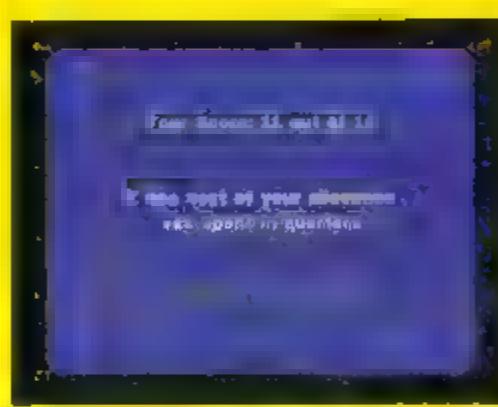
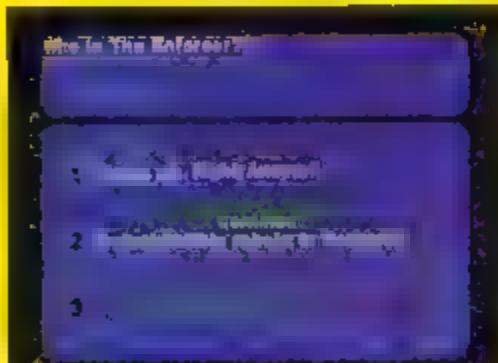
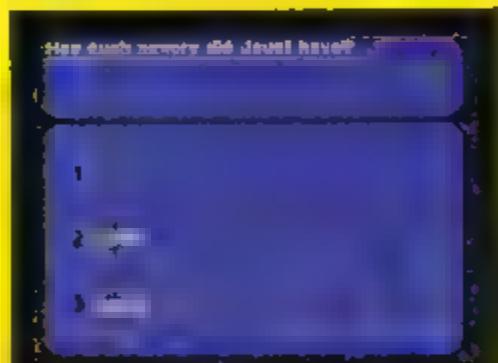
IS THAT YOUR FINAL ANSWER?

One of the more curious additions to the *Arcade Greatest Hits* package is the *Arcade Trivia* section. Most gamers might see straight through this section, and think it's little more than a

last-minute add-on to bolster the cart's features. And they'd be absolutely right. That said, it's quite entertaining for a while, but we found that there weren't really enough

questions included. This meant that even a bunch of thickos like us started spouting trivia about videogames of yore, and pretending to be right brainboxes in the office! ▶

Seriously though, the *Arcade Trivia* 'machine' is chock-full of interesting facts. Our top three questions, plucked screaming from the mists of time, are: ▶



RETRO ARCADE FACT

When playing this ancient space shooter, you come up against the massive Sinistar (hence the title). The only problem is, this mighty beast is harder than a steel strongbox of specially-hardened nails, so be very careful! Tricky!



[Above] Run away! It's the giant killer hubcap from space! Run! Save yourselves! Oh, hang on, it's just a laser-spewing UFO!

coming back until you've finished it. A true arcade classic!

Midway's Greatest Arcade Hits collection uses the original arcade code for all of the games, so no attempt has been made to tidy up the graphics or sound. This means that, unlike most games nowadays, these titles have to rely on something called 'playability'. Apparently, this ancient term means a game that is fun to play because



[Above] The Screwed Up Ball Of Paper was feared throughout the known universe. Look! Here it comes now!

of what the player has to do, and not because of what nice flashy visuals there are to look at. If you can forgive a couple of duff game choices, and like getting your kicks the old-fashioned way, then *Midway's Greatest Arcade Hits* could well be the cart for you! ▶



[Above] Don't worry kids - it's not Anne Widdecombe - it's a huge alien the size of a planet that'll ruin our lives. Hang on...

2nd Opinion

Points

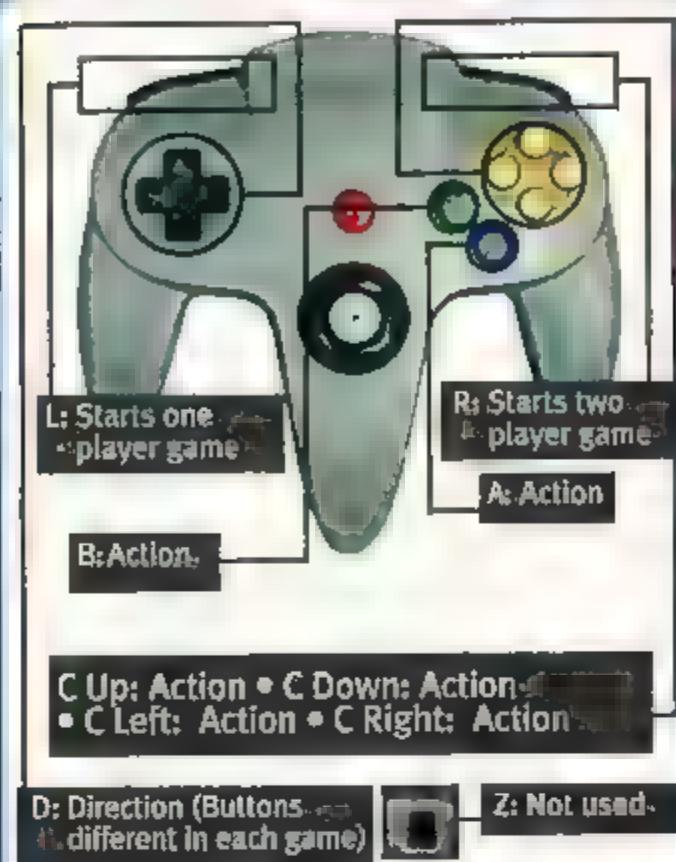


→ Ah, memories... spending hours down the local arcade, wasting all my pocket-money, turning pasty-white due to lack of sun and then wondering why I never got any girlfriends... those were the days! Six classic games for the price of one can't be bad, can it now?

→ Roy Kimber

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Robotron 64: GT Interactive

Reviewed: Issue 17, 79%

Extreme G: Acclaim

Reviewed: Issue 7, 77%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

85%

Soundbite:

Old is good! Playability by the bucketload! Overall, it's fantastic fun!

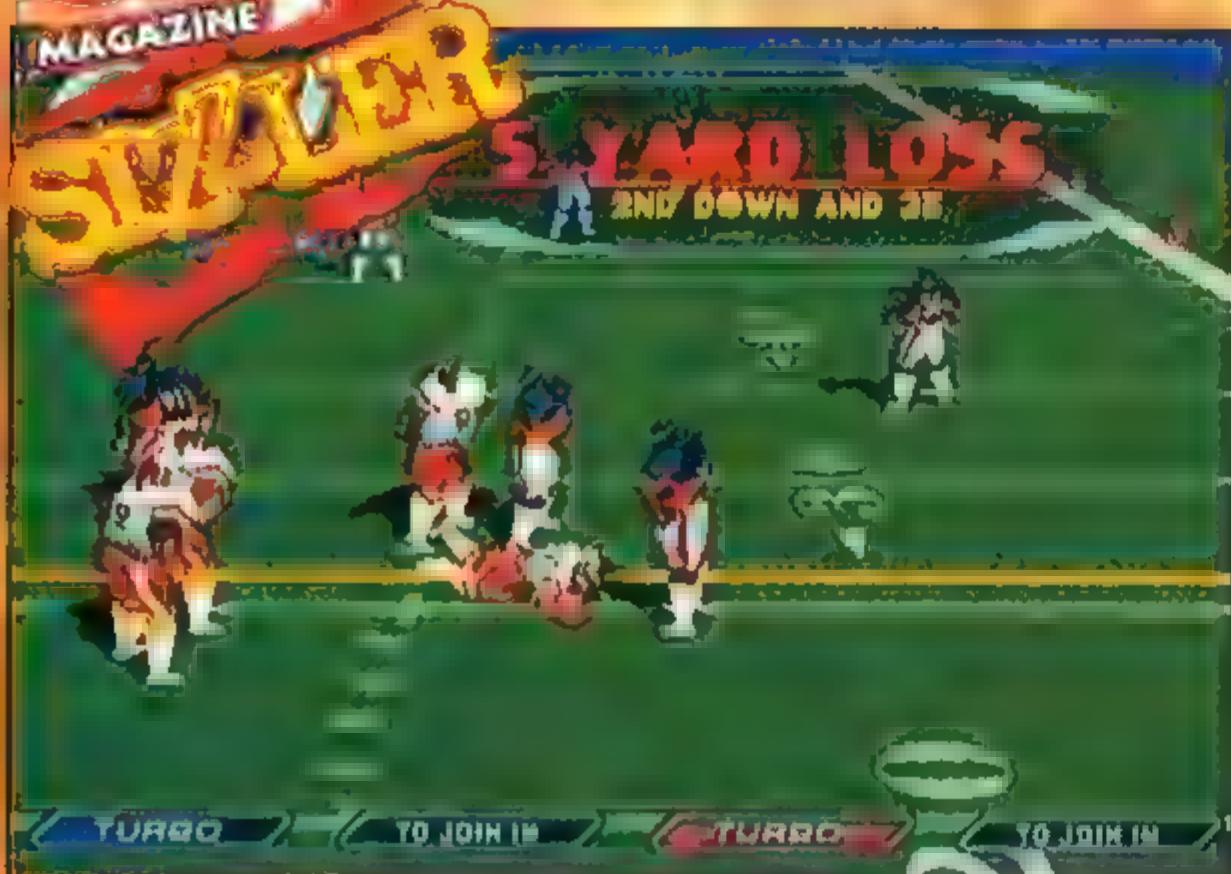


Forget 'The Fridge' – how about a top-of-the-range tumble dryer?



64

MAGAZINE

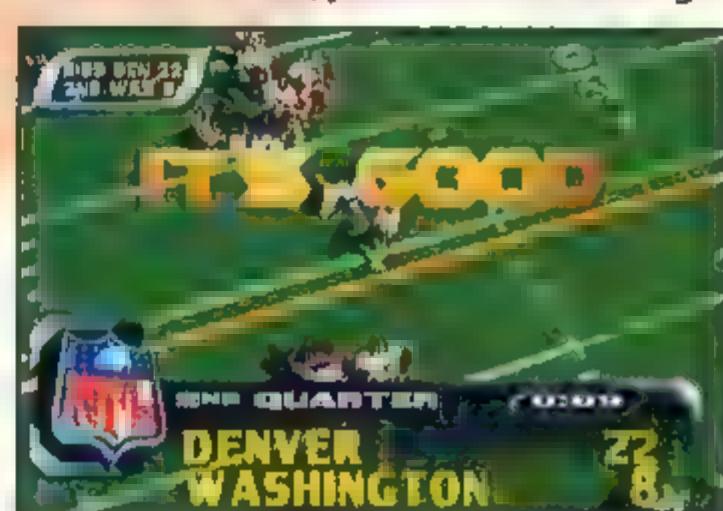


NFL BLITZ 2001

[Below] You have just received the ball and gone dashing up the field, take a quick look at your poor player – he's scared stiff!



[Below] After scoring a touchdown, your players perform all manner of different dances and walks, just like the real thing!





American football, or 'gridiron' has never really taken off outside the USA. The game is very similar to rugby, but is also very different, as you are allowed to throw the ball forwards in gridiron. Both games are incredibly aggressive, and many an argument has been proposed as to which is more dangerous. It is surprising that, despite the fact that gridiron players are padded all over and get to wear helmets, there are more serious injuries among the American football players each year than there are amongst the seemingly less-

protected rugby participants.

American football can be quite complicated for beginners (and Roy) to understand, so let's start with the basics (actually I *do* understand it, I just happen to think it's pants! – Roy). Two teams have four attempts, or 'downs' to reach a set yardage marker. Teams can choose to either throw the ball, or run the ball downfield to reach the goal line (or 'endzone') at the far end of the field. Moving a player over this line or catching the ball in this area results in a 'touchdown', and six points are awarded. Just like in rugby, a kick is taken after the touchdown for an

MEMORY OPTIONS

MEMORY CONQUEROR

protected rugby participants

American football can be quite complicated for beginners (and Roy) to understand, so let's start with the basics (actually I *do* understand it, I just happen to think it's pants! – Roy). Two teams have four attempts, or 'downs' to reach a set yardage marker. Teams can choose to either throw the ball, or run the ball downfield to reach the goal line (or 'endzone') at the far end of the field. Moving a player over this line or catching the ball in this area results in a 'touchdown', and six points are awarded. Just like in rugby, a kick is taken after the touchdown for an

extra point, but you can also try to run over the line again for an additional point.

Page 10

With that sorted out, we can now tell you a little bit about *NFL Blitz 2001*. An official, licenced game, *Blitz* features all the teams currently playing in the NFL, and each team has unique stats – making your choice of team important. In the real league, each team has over fifty players including reserves, but to simplify things *NFL Blitz* only uses seven players per side. This makes the game a lot easier to cope with, and means that a lot more processor power can be allocated to making the graphics clearer, and the general gameplay much faster.

Another major difference to the actual sport in *NFL Blitz* is an extension to the normal yardage markers. Instead of having to make ten yards in four downs, you must reach the thirty-yard mark before you will be awarded a new first down. This may seem a little cruel, but the normal ten yard 'down' is for pansies – and you do like a challenge, don't you?

There are quite a few different

[Above] Deciding to run the ball after scoring a touchdown could gain you an extra point. It's a risk though.



[Above] During the short break between quarters, a lovely young lady offers a few tips. Concentrate now!



[Above] The defender performs a flying leg drop on the opposing quarterback. Is that in the rules? Hey ref, you need glasses!



[Above] *The violence continues off the field as the defender decides a flying head-butt might be in order – the nutmeg!*

buttons needed to play, but these are very well positioned and in the logical places. The C buttons are used for passing to the three wide receivers and the 'turbo' button is assigned to Z making it easy to activate when required. A few little

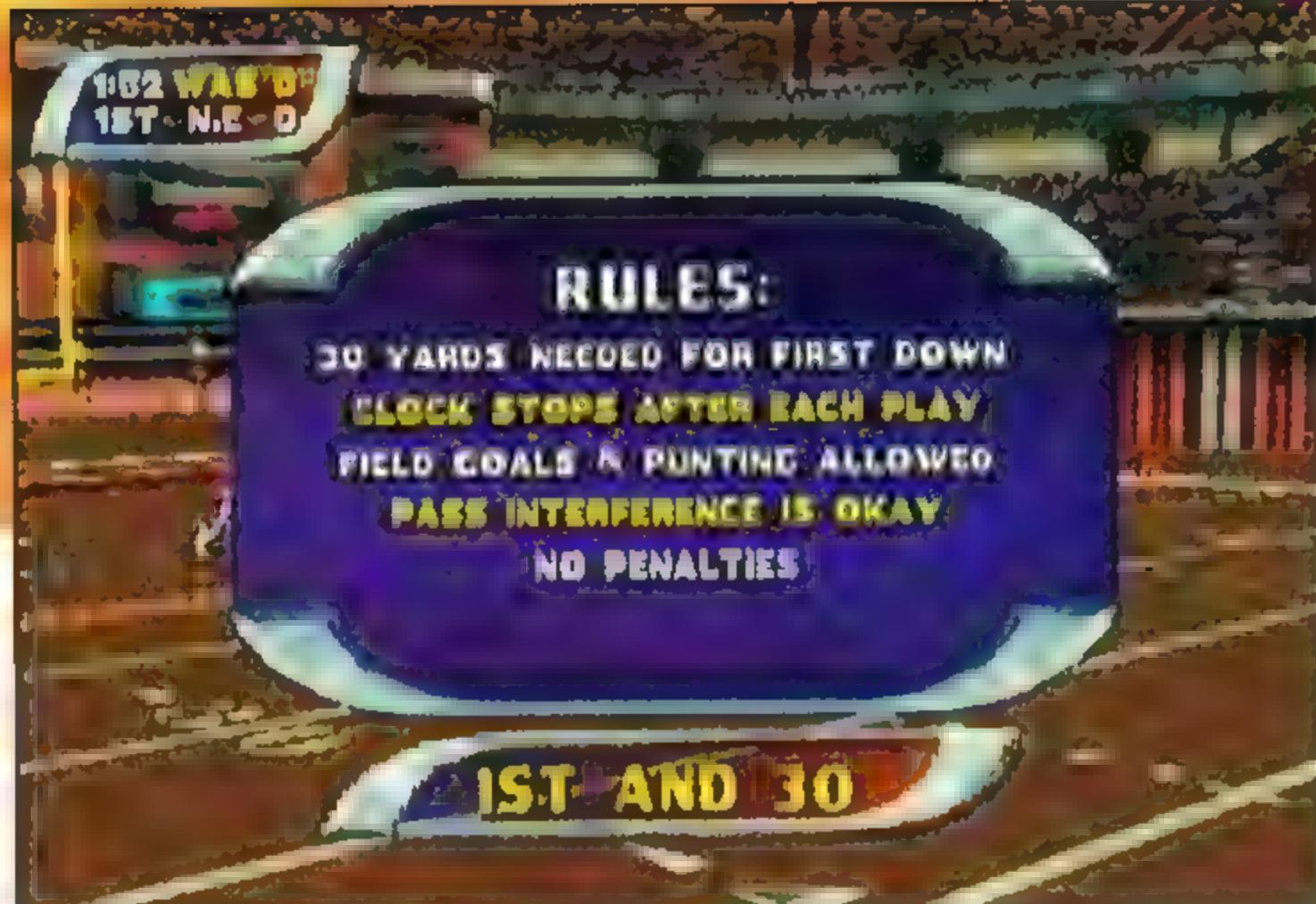
Offence

The Offence are the team members that perform all the attacking. In *NFL Blitz 2001* you have three line blockers, three receivers and a quarterback. When it is your turn to attack, there are loads of different tactics at your disposal to try and gain the required yardage. Press Z to cycle through the different moves and then choose one with the A button before the five-second timer expires.





Novel! Sacking your opponent's quarterback in their endzone is another way to score points. A safety is worth two points.



crunch of the tackle. The other game sounds are standard for a gridiron game, with simple grunts and groans, but these are more than enough to make it sound like the real thing. The graphics are Expansion Pak-enhanced for a little extra vibrancy, although they do still appear a little blocky at times. However, when the game runs as fast as it does here you really have very little time to study the size of your players' knees or elbows!

The computer-controlled teams in the game are fairly intelligent, and

use cunning tactics to run down the clock, or try to regain possession. Of course, there are two major skills when playing gridiron, as both Offence and Defence must be



Party Play

NFL Blitz 2001 also has a special Party Play mode with a few devious mini-games. Try your skill at scoring, defending or passing with three easy games aimed at making you more confident before stepping onto the field.



Quarterback Challenge

Throw the ball to the receivers while they are wide open. There are no defenders, so you can concentrate on throwing to the correct receiver. This game requires quick reflexes and bonus multipliers come into play.



First and Goal Frenzy

Score a touchdown within four attempts, starting on the ten-yard line and progressing backwards ten yards each time you score. The ultimate challenge is to construct a winning drive from the halfway line.



Goal Line Stand

Prevent the opposition from scoring a touchdown using your defensive skills. Your opponents start on the halfway line and progress forwards ten yards each time you hold them off. Hold them out from the ten-yard line to win this testing challenge.

Equipment

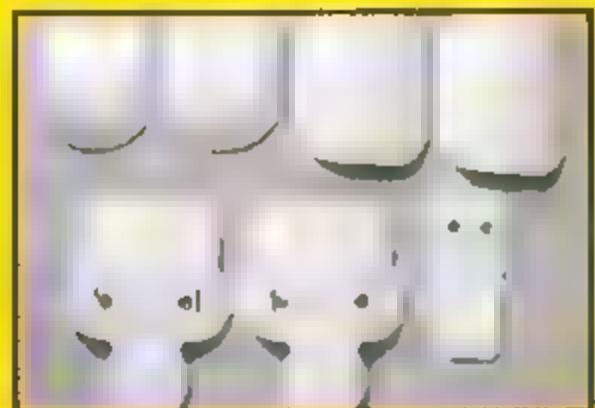
Unlike rugby players, American footballers are quite literally covered from head to foot in padding. Here are just a few of the essential pieces of equipment needed for bit of rough and tumble on a Gridiron pitch.



Helmet – Protects the head from full-frontal collisions and high falls when getting clattered. This piece of equipment should never be used as a weapon!



Shoulder Pads – Necessary to protect your shoulders and prevent your arms falling off. Also makes you look a lot bigger when trying to scare opponents.



Hip and Knee Pads – see, these guys claim to be hard but they need knee pads like a little kid on a skateboard! They even have special ones to protect their hips!



Elbow Pads – Stop you getting nasty grass or Astroturf burns in those very painful areas.

64 REVIEWS

Play Editor

If you are a bit of a whiz at American football, you may decide that you are not happy with the plays that the computer has selected for you. In this case a complete Play Editor has been included, so you can make new plays to try and foil the Defence. Every possible formation, run, spin, block and turbo boost can be manipulated to make the player on the field follow your direct instructions. Try to devise a sneaky play that will enable you to score almost every time you use it.

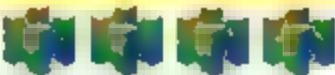


[Below] He's managed to make it to the line for a touchdown, but the other team is about to make sure he regrets it - watch out there buddy!



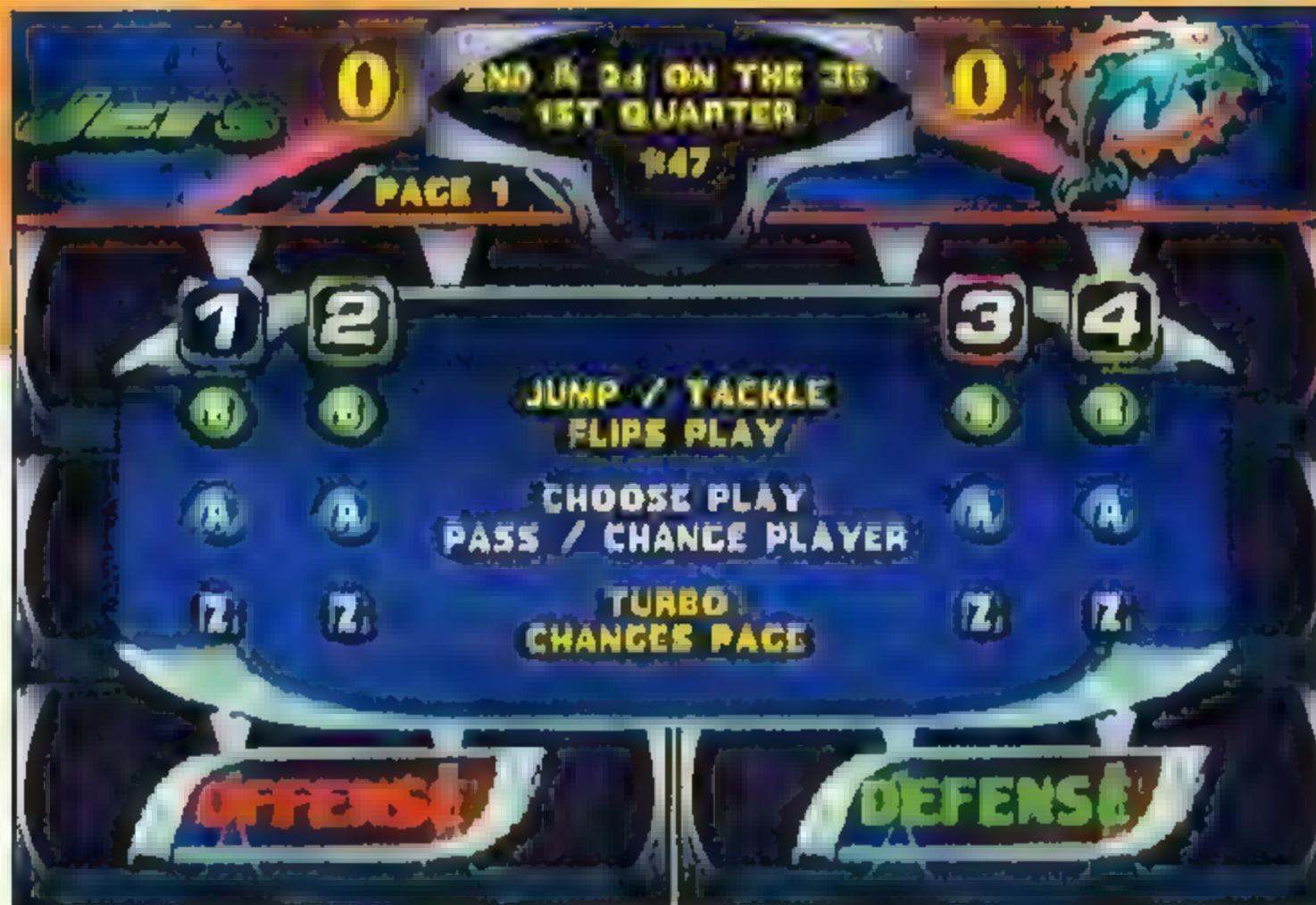
2nd Opinion

Rating

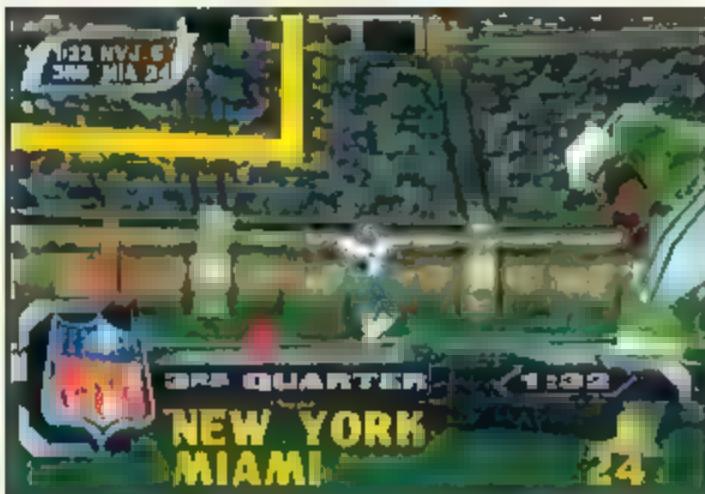


I've never been a fan of either American football as a sport, or American football games, finding them too complicated and not very playable. *NFL Blitz 2001* is great fun though, owing to a great game engine and the emphasis being put on gameplay rather than stats.

Roy Kimber



[Below] One player gets tired of the boos and catcalls, and finally snaps, offering out everyone in the stadium!



mastered. Stopping your opponents gaining any yardage can take a little while to master, as they seem to throw the ball around as if they were playing piggy-in-the-middle. Still, a few practice goes at the 'Defend the Endzone' game, and you'll be battering the opposing Quarterback in no time. In Offence mode there are several screens of pre-designed plays to choose from, and these can be flipped to make the action reverse. If you decide at the last minute that you wish to change your chosen play, then you can hold the C Down button and issue different commands by pressing left or right.

Bone-Crunching

The developer of *Blitz* has really gone to town making the aggression come to life, and in combination with the speed this makes for some intense multiplayer action. Up to four players can compete, two on each side, and all players can try out every game mode. At last, the time has been taken to let a duo take on

the championship season, rather than just having to play simple arcade exhibition matches. There really is no nicer feeling than blinding your opponent into the turf, or hitting them so hard you can almost hear the bones snap!

Blitz takes a very arcade-style approach to American Football... and we like it. Although the graphics are not quite as good as *NFL Quarterback Club*, and the number of team members is limited, *Blitz* makes up for it with some totally intense gameplay. The action is ceaseless, making it hard to put down, and the hardcore tackling adds excitement almost every second. You will have to search for a very long time to find a gridiron game that is more fun to play than this one!

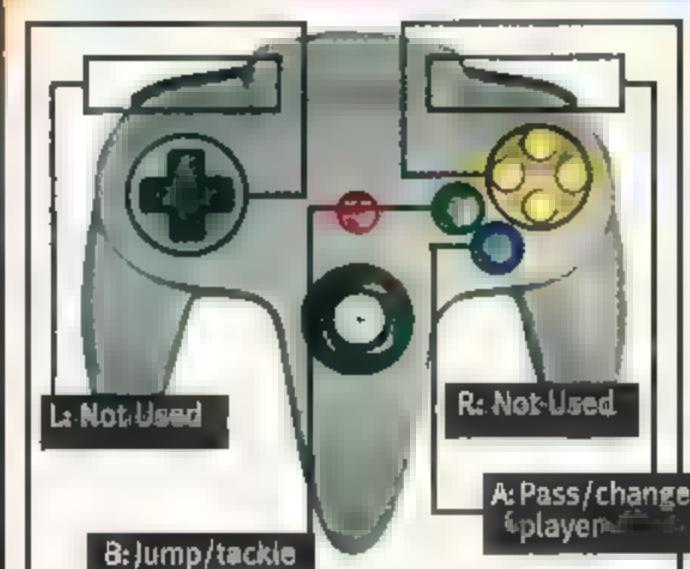
Touchdown!

The frantic on-screen action is very well put together, and although the game has been simplified, it nevertheless remains exciting to play. Sometimes the effort of learning more plays and controlling more team members might be appealing, but we're sure that there's more fun in this little package. Unfortunately, due to the current N64 climate, it is very unlikely that *NFL Blitz 2001* will ever make it to the stores in the UK, so if you're a die-hard fan, then you'll need to find yourself a cartridge converter and an import shop in order to sample its delights.

With Midway producing games of this high standard at this point in the N64's lifecycle, we can only assume great things are to come on Gamecube. Mind you, we don't think that this game needs to get any faster or the action would become almost unplayable. *NFL Blitz* is a stormer of a title that gets the adrenaline pumping faster than a rabbit on Viagra. It's great fun, and is just so violent it makes us go all gooey! Top stuff if you're a gridiron fan! ■

64 BOTTOM LINE

CONTROLS



C Up: Pass • C Down: Audibles • C Left: Pass • C Right: Pass

D: Move player

Z: Turbo

ALTERNATIVES

NFL Blitz: GT Interactive

Reviewed: Issue 22, 85%

NFL Quarterback Club 2000: Acclaim

Reviewed: Issue 34, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

90

Soundbite:

Super-fast, extremely violent, amazing arcade-style American Football!

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ON SALE
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Pokémon Puzzle League

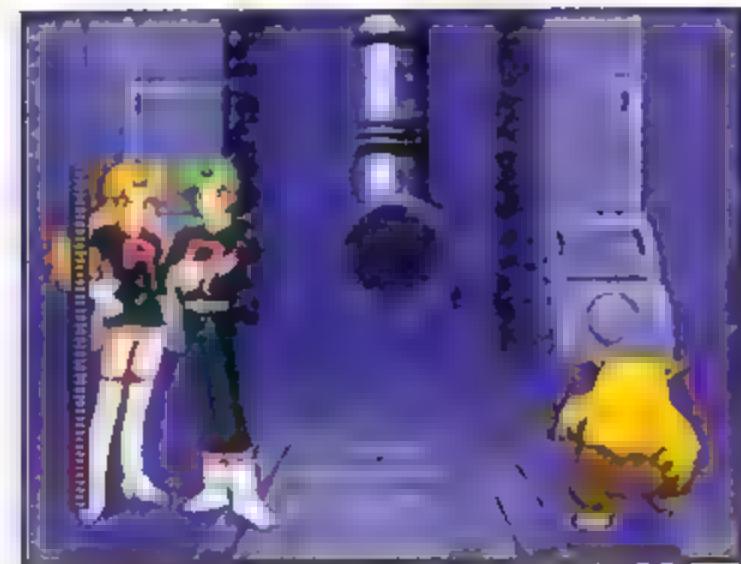
How many Pikachu does it take to stack a column?



Let's look at the evidence shall we? Pokémon is probably the biggest toy phenomenon of (at least) the last ten years... possibly the biggest this century (er, or the last one, rather). You can buy toys, collect cards, watch the television show or even see the movie! You can wash your hair in their shampoo, collect them on your Game Boy Color, photograph them on your N64, eat their chocolate bars, read their books, stick them up on your bedroom wall or snuggle down into your Pokémon duvet. Log onto the web site, trade and swap them with your friends, they can wake you up in the morning, they'll hang from your

iceberg). Despite this cynical attitude, Nintendo – to be fair – hasn't just slapped those adorable creatures on (almost) any old thing. Even if you have to question the tenuous link between *Pokémon* and what is basically a variation on *Tetris*, with *Pokémon Puzzle League* they at least haven't made a shoddy mess of the whole affair! In fact, as puzzle games go this is quite a smart package.

Since you have to justify why the *Pokémon* gang are playing with multicoloured blocks, the story behind this latest adventure goes something like this... Ash is relaxing by the pool with his small yellow friend when he gets a call from Professor Oak to go to



game that for all you care it could be *Tony Blair's Puzzle League*!

All right, so it may just be a rehash of that familiar *Tetris* formula, but as rehashes go, this is an extremely good one. Instead of moving linked blocks of four as they descend down the screen, with this game you must instead slide pairs of blocks from side to side, so that they join with other

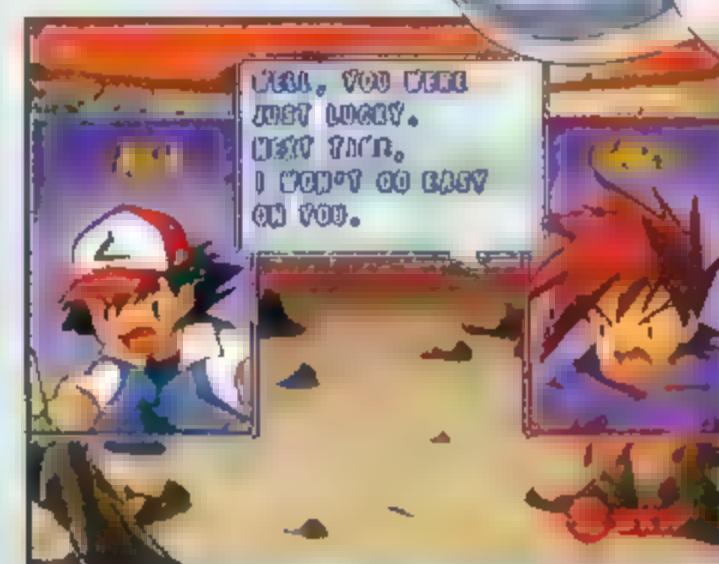
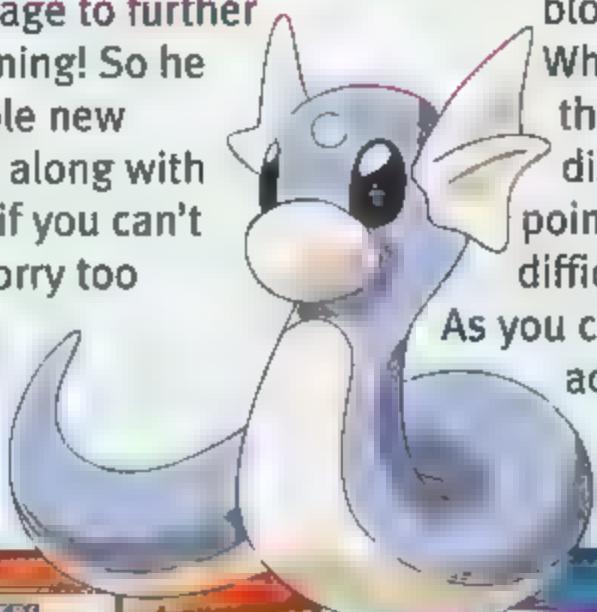
blocks of the same colour.

When you form a line of three or more they disappear, earning you points and increasing the difficulty level in the process! As you can guess, combos, advanced techniques and chains score you extra points while in two-

"there is practically nothing about the gameplay that can be faulted."

house keys, stick on the inside window of your car. You can wear them, stick things in them and one day, ONE DAY, possibly even worship them alongside such icons as The Beatles, Monty Python or (erm) The Spice Girls. If world domination is their ultimate plan then there hasn't been a Bond villain yet who has come as close as *Pokémon* have to that dream. They are here. Get used to it!

the *Puzzle League* Village to further his own *Pokémon* training! So he heads to where a whole new challenge awaits him, along with a few surprises! Even if you can't swallow that, don't worry too much, because once you get to the village you'll become so engrossed in the



[Above] I reckon those are fighting words young sir! I therefore desire you to step outside and join me in a bout of fisticuffs!

[Above] Sabrina is psychic, but despite this magical power, still didn't see the total ass-kicking she was about to receive...

Blockbuster!

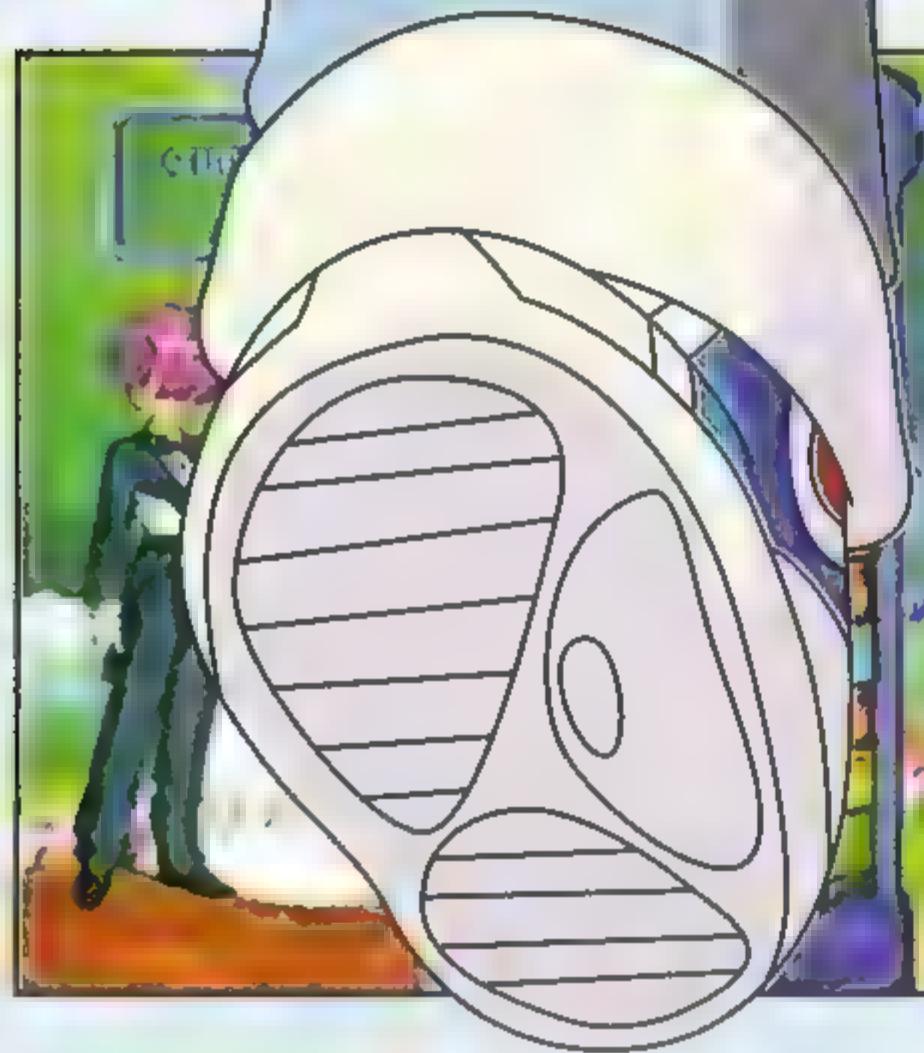
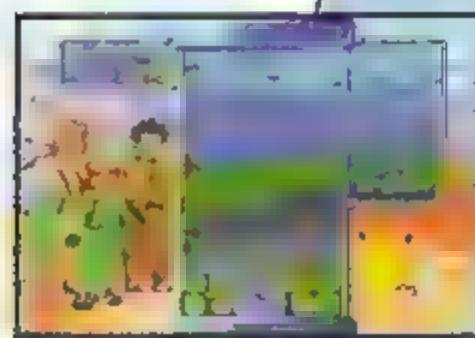
Once again, those small, collectable, odd-looking, fighting monsters known as *Pokémon* are gracing the screens of your television set courtesy of a brand-new game for your N64! Lately, the *Pokémon* licence has been put on nearly everything under the sun to make someone that all-important dollar/pound (as the above list showed, and that's only the tip of the

SUPPLIED BY



MEMORY OPTIONS

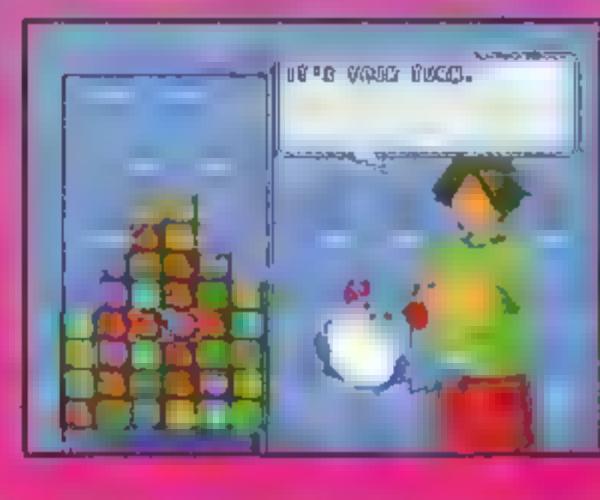
MEMORY
Memory
CONTROLLER PAD
Controller Pad
Memory Card



Going Ape

It's a jungle out there! You'll need to be a quick-thinking, lightning-quick monkey to get through the various challenges in this game. It's a mix of memory and puzzle games, with a dash of platforming thrown in for good measure. The graphics are colorful and vibrant, and the music is upbeat and fun. It's a great way to pass the time, and it's sure to keep you entertained for hours on end.

Learn to spot chains and combos whilst a weird little blue thing stares at you!





62

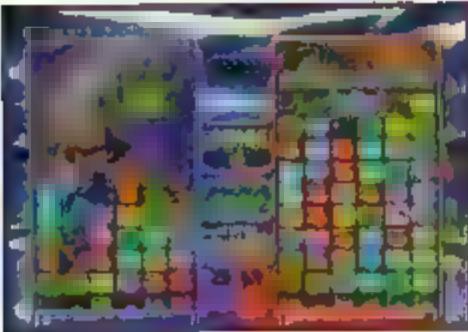
62

POKÉMON PUZZLE LEAGUE REVIEWS

player games, or challenges with the other characters, the bigger the combo the better the handicap you put on your opponent, causing extra blocks – or 'garbage' as they are known in the game – to appear on

number of rounds. Each time you win a round you get a medal and when you collect enough medals you become the Puzzle League Master. Depending upon the difficulty

"The overall look of the game is bright, colourful and imaginative"



University Of Hard Knockers

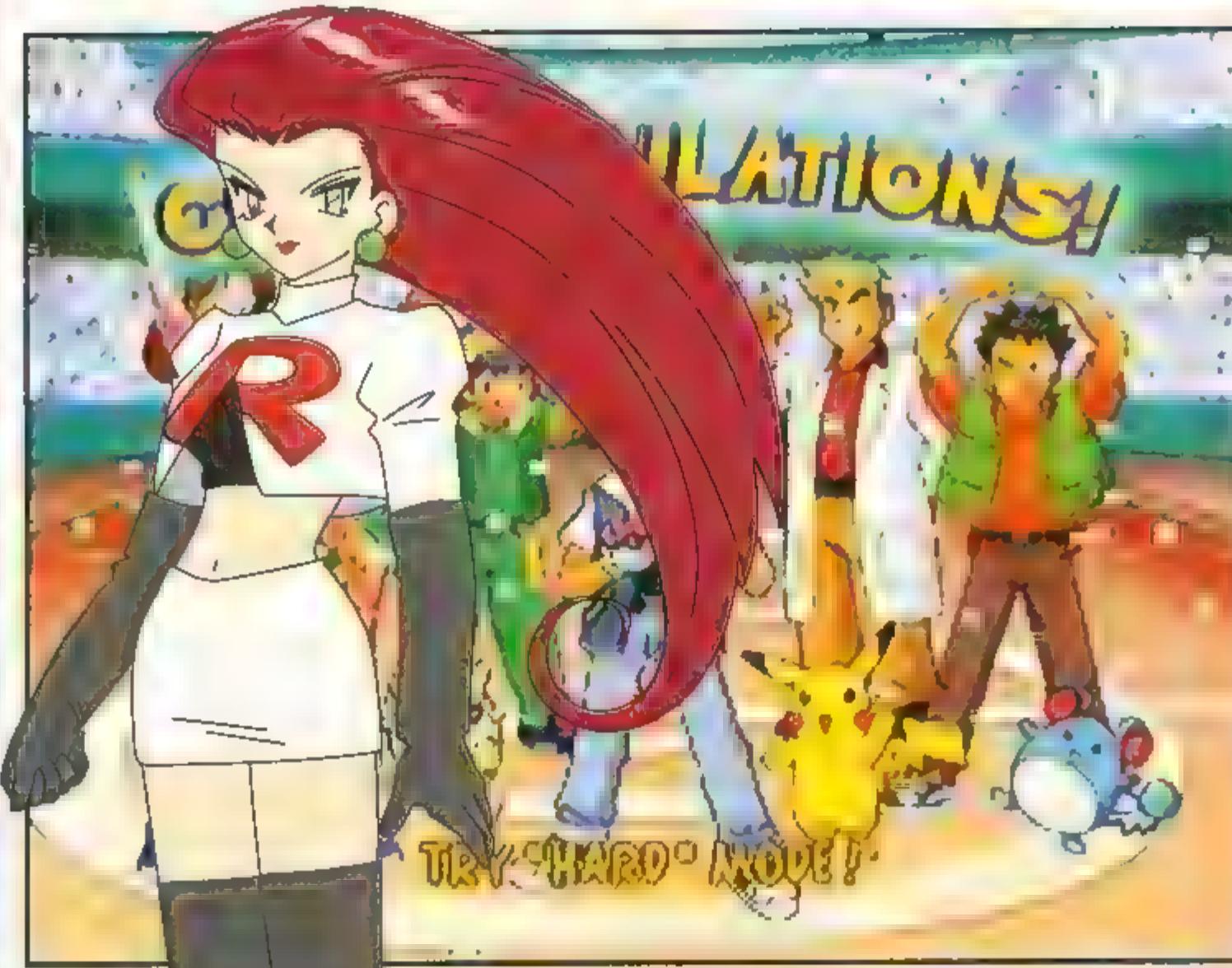
If simply swapping multicoloured blocks around like a madman is not your idea of a truly good time then take a trip to the Puzzle University where your mind will not only be taxed but probably clamped and given a parking ticket! By utilising all the brain power you can muster, you must attempt to clear the screen of

their grid. The quick but tricky way is to form a line of three Poké Balls, which sticks a hard grey line right across the opponent's grid! However, this also works in your enemy's favour too, so during the game things can become fast, furious and hectic.

Hip To Be Square

Playing in one-player mode is enough fun as it is with an endless supply of blocks to fight through but the real challenge of the *Puzzle League* is to beat the other trainers. Taking up a similar design to *Pokémon Stadium*, in this game you play against another trainer and pit your chosen monster against theirs as you battle through a

level, the characters you play against change, as do the creatures! All of these levels provide a particularly challenging and engaging mode of play but that is not all that the game has to offer! You may also play this game with a friend, and challenge



each other using the same rules as in two-player against the computer. There are also a wide variety of different game styles! In the *Puzzle University* you have to really use your brain, and in the *Spa Service* section Team Rocket has stolen your *Pokémon* critters, and you must fight to get them back! There are also games that set you against the clock and games that can go on practically forever, provided that you can last that long!

Line Dancing

For a game that doesn't really demand great graphics, *Pokémon Puzzle League* still manages to look glorious. Fans of the television series will be delighted to see that at the beginning of the game there is a short piece of animation that looks as though it has been taken directly from the show itself! The overall look of the game is bright, colourful and imaginative and is extremely faithful to the image of the *Pokémon* world! The designers have managed to take the already recognisable elements of a puzzle game like this and mix them together with the iconography of those crazy

[Above] Hello? What? Why, I'd love to subscribe to Jugs and Mugs Monthly! How much? Only £99 for a whole year? Wow!



Pint sized puzzles

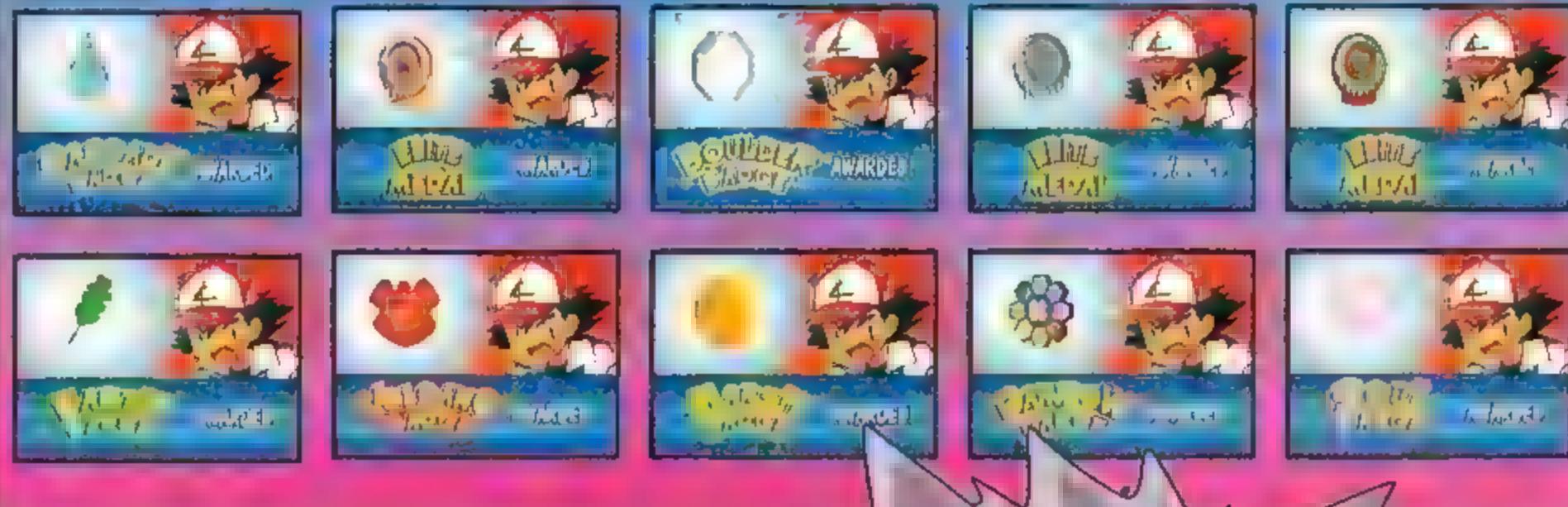
addictive puzzler? If so, then you'll no doubt be pleased to hear that lucky Game Boy Color owners will be able to



Badge Of Honour...

When you play this game, another badge of honour is added to your belt. You're a champion!

Master become the Puzzle League Champion!



[Above] I think the cops are on to us. If they find out that we're part of that gang that tried to rob the Millennium Dome, we're done for!

[Below] Help, I want to get off this show. I'm going mad and my contract doesn't expire for another year! Damn my agent!



creatures that now appear on lunchboxes and T-shirts all over the world!

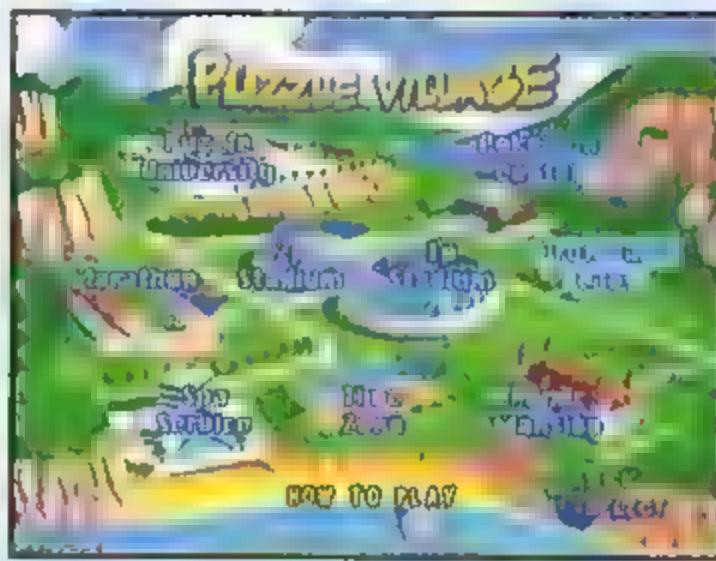
As far as the controls go, pretty-much anyone could just pick up a controller and instantly get into the game without having to get their heads around what buttons to press! As well as being quite a simple concept, the game also has in-built tutorials that teach you how to play and what moves to look out for. Although anyone who is a big fan of puzzle games will probably already know how to create a combo (or whatever), for younger players these pointers can be extremely helpful, especially if the idea of reading through the instruction book is rather off-putting! The controls react quickly to the moves you want to make and there is practically nothing about the gameplay that can be faulted.

Chain Reaction

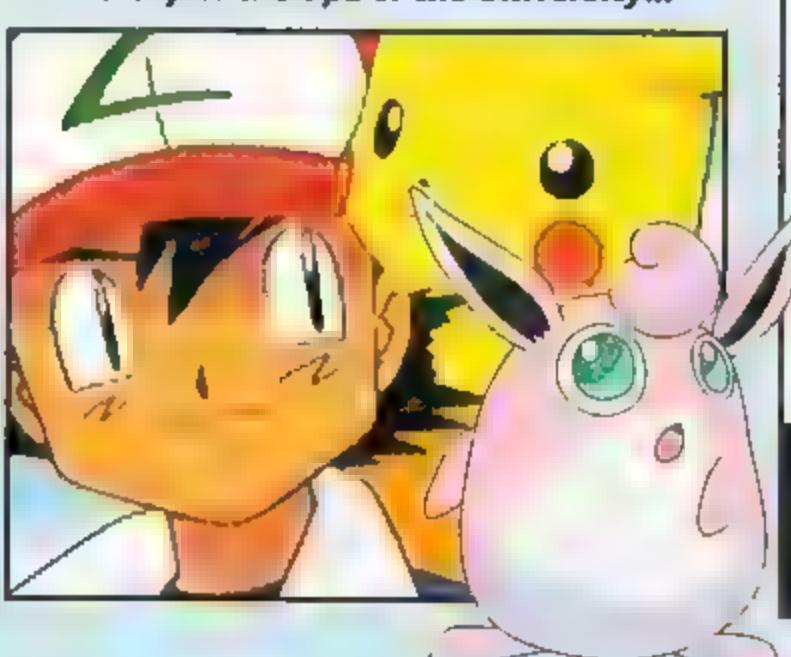
The only major complaint – and to be honest a rather trivial one – is that the music and speech can get very annoying. Although sound quality is superb, during the game your ears are bombarded with music that sounds like the kind of infernal racket you'd expect to hear in a supermarket or a lift! The speech is a nice touch to begin with, but it takes very little time



at all to get sick of the voices crying "I'm going to win", "Better luck next time" and "Nice challenge" over and over again! Fortunately both of these problems can be eliminated by going to the options screen. As an overall package the game offers tons of options with well-designed areas for you to explore. Although a rather obvious cash-in, *Pokémon Puzzle League* is at least an addictive and diverting one and if you're a fan of this kind of game then this one should definitely keep you happy during the long dark nights ahead! ■

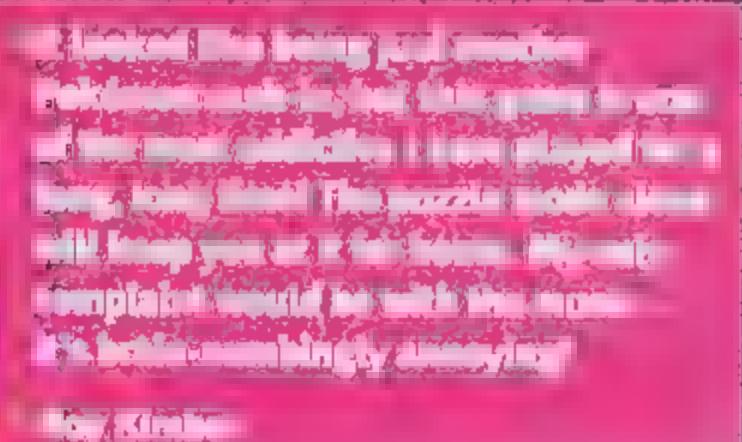


[Above] This is the Puzzle Village itself, where there are lots of places to explore! Take a trip to the Spa or the University...



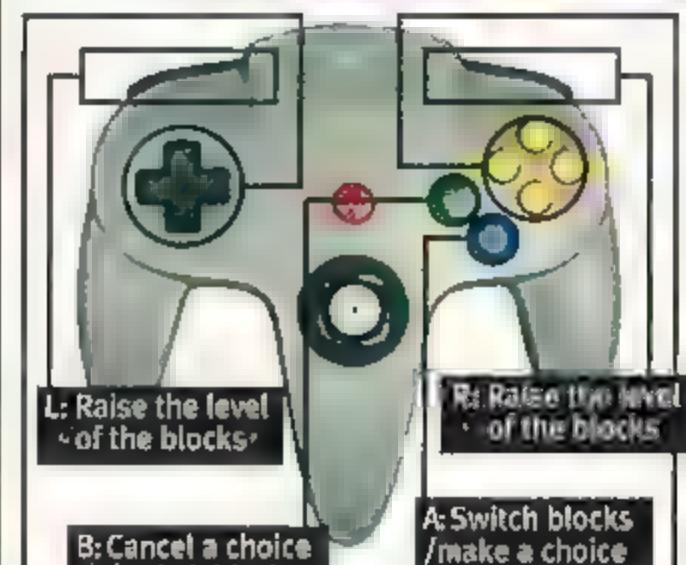
2nd Opinion

Rating



64 BOTTOM LINE

CONTROLS



C Up: Not used • C Down: Not used • C Left: Not used • C Right: Not used

D: move cursor

Z: Not used

ALTERNATIVES

Bust-A-Move: Acclaim

Reviewed: Issue 15, 91%

Puyo Puyo Sun: Compile

Reviewed: Issue 8, 89%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

87%

Soundbite:

It's a cash-in, but at least it's a good cash-in!

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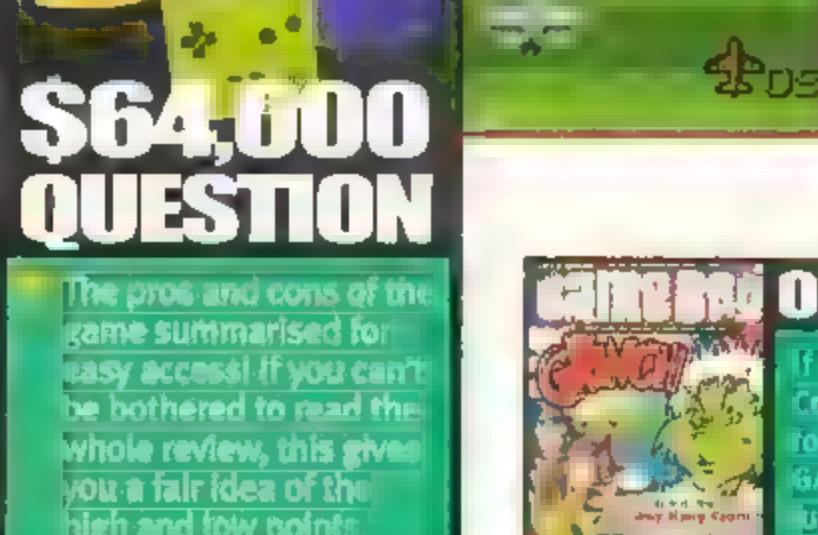
Welcome to a special area of 64 MAGAZINE. The following pages have become an enclave of our sister magazine, TOTAL GAME Boy – think of it as a Game Boy Color embassy in N64 country! This means that for the following seven pages, all content comes under the auspices of the best-selling Game Boy magazine on the market. Each issue, this is the place to find all the latest news and reviews on the newest Game Boy Color titles – enjoy!

What It All Means!

The scoring system for TOTAL GAME Boy reviews is fairly similar to the ordinary 64 MAG one, but to avoid any confusion, here's a quick explanation...

NINFO

Can you play two-player one-up?
Does the game use the infrared facility?
Some games have their own rumble.
Does it have to enter a password?
The company selling the game.
The company that wrote the game.
What kind of game is it?



\$64,000 QUESTION

The pros and cons of the game summarised for easy access! If you can't be bothered to read the whole review, this gives you a fair idea of the high and low points.



RATING

Graphics

Is it a visual masterpiece, or a dated pile of poo?

RATING

Gameplay

The most important element – is it fun to play, or pants?

Audio

Plinky-plonky audio garbage, or music to your ears?

Challenge

How long will this game last you?

OVERALL SCORE

Like our N64 reviews, this isn't an average of the other scores but it is a definitive rating of the game. Anything over 90% is great, 89%-70% good and below 70%... well, it's not the best game on the market, that's for sure!

Soundbite:

If you really can't be bothered, this sums it up in one easy-to-read sentence.

REVIEWED
THIS ISSUE!

66 Cannon Fodder

67 The Mummy

68 Lego Alpha Team

69 Lego Stunt Rally

70 The Grinch

71 Supercross World Championship

72 Airforce Delta



The Mummy

We've got this review all wrapped up!

Based on the 1999 blockbuster film of the same name, which itself was a remake of the 1932 Universal horror classic, this latest Game Boy Color title places you in the roles of three characters from the

"The Mummy is rather mediocre and lacking in invention."

Indiana Jones-style adventure *The Mummy*. As you search for the legendary treasure of Hamunaptra you must avoid secret organisations, an undead killer priest and the worst threat of all... Americans!

Bandage Fetish!

This particular platform game is very reminiscent of those really peculiar Amstrad/Spectrum games of yore. If you remember games like *Roland On The Ropes* for example, and you remember how those games played, then you won't be too far away from understanding how this game works too!

Playing as one of the three characters from the movie, you must search the various areas for the exit whilst collecting all the necessary objects you need to complete the level objectives. Each of the characters at

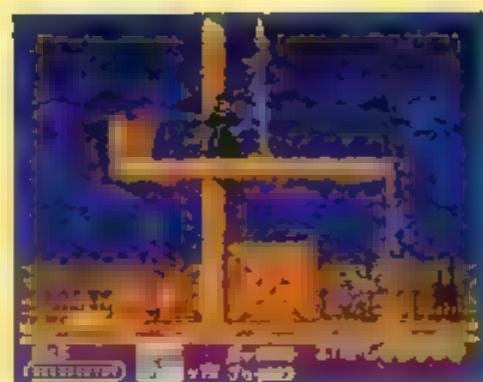
your disposal has different talents and you can swap between them during gameplay in order to overcome any obstacles. Rick has a gun to shoot enemies and out-of-reach switches, Jonathan can carry sticks of dynamite and packs a hefty punch and Evelyn can run quite fast and jump a lot further than the boys. This element means that the game invites you to think more than other, similar titles, giving the whole package a slight advantage over the competition.

Unfortunately, while the game is challenging, it is also very repetitive and will bore you quickly, especially as the controls can be quite hard to

get your fingers around.

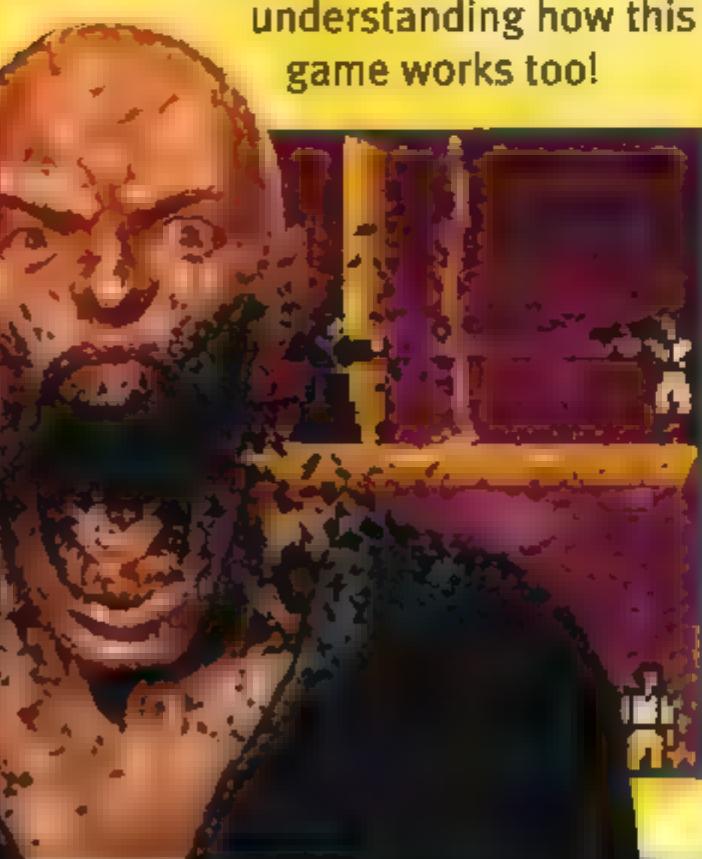
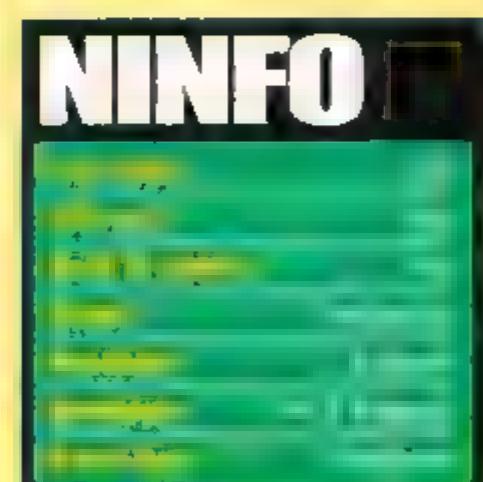
The graphics and sound are decent but nothing special, and overall *The Mummy* is rather mediocre and lacking in invention. You'll notice that it borrows a lot from the recent *Tomb Raider* adventure in both style and presentation, but this is where the comparisons end. Still, it's not a total loss and might invoke a bit of interest in the less fastidious gamer! ■

[Below] *Hmm, there is a lady, trapped in a tomb, raiding it for treasure... Now, doesn't that sound familiar, yes, it's Tomb Raider!*



[Above] *On this storm-tossed boat our hero's seasickness will be the last thing on his mind when confronted by the enemy.*

[Below] *When this mummy gets up in the morning, he doesn't look his best. But after feasting on nice brain, he's ready for the day!*



RATING

Graphics



Audio



RATING

Gameplay



Challenge

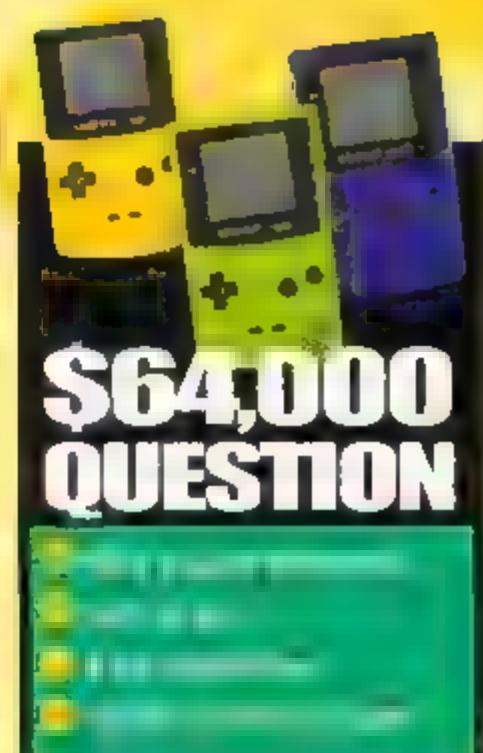


OVERALL SCORE

79

80%

Soundbite:
Old style platformer that requires thought, and a lot of patience!



\$64,000 QUESTION



The Grinch

Prevent Christmas with the original green meanie!



(Above) The Grinch can crawl through tiny spaces which allows you access areas that otherwise appear to be unreachable.



NINFO



Although far more popular in America than anywhere else in the world, Dr Suess' stories still bring much delight to many children the world over. Apart from the *Cat In The Hat* tales, the good Doctor's other famous story is that of the mean old Grinch who lives above Whoville with his heart still two sizes too small. *How the Grinch Stole Christmas* has become a staple read in many American family homes during Christmas and thanks to the new Jim Carey movie, the Doctor's

meanest invention is now going to be re-invented for a whole new generation of children. But where is the videogame tie-in? Well, it's here!

Bah, Humbug!

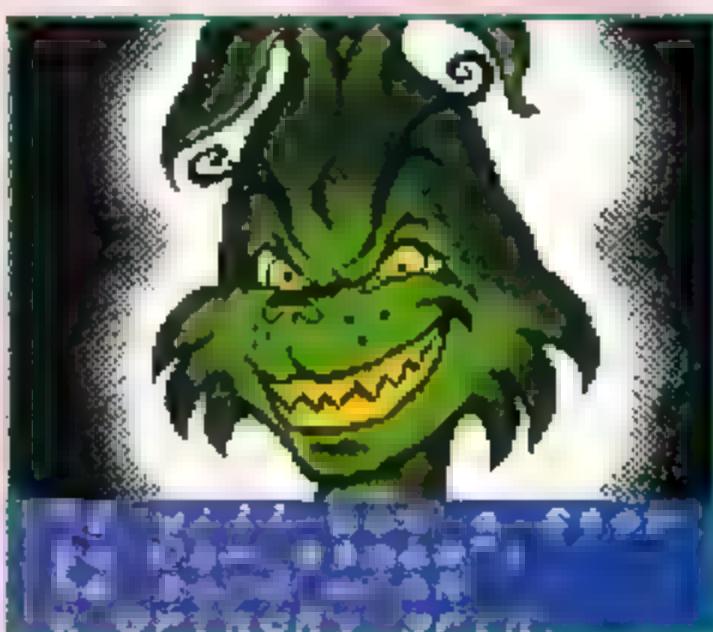
Taking the most basic elements of the book, you control either the Grinch himself or his dog Max, as you explore every last inch of Whoville for presents to steal so that you can ruin Christmas. The structure of the game is a plain and simple *Pac-Man* clone. The Grinch has to roam around a

never-ending series of maze-like areas, stealing gifts and sweets while avoiding the townsfolk and shooting his weapon into their eyes to escape. (Don't worry, it's not lethal.) Take away the small chomping yellow ball, and replace it with a green misery-guts in a festive maze, and that just about sums up this game! It's not a particularly bad thing, it's just seems a rather uninspired way to present the material that's on offer.

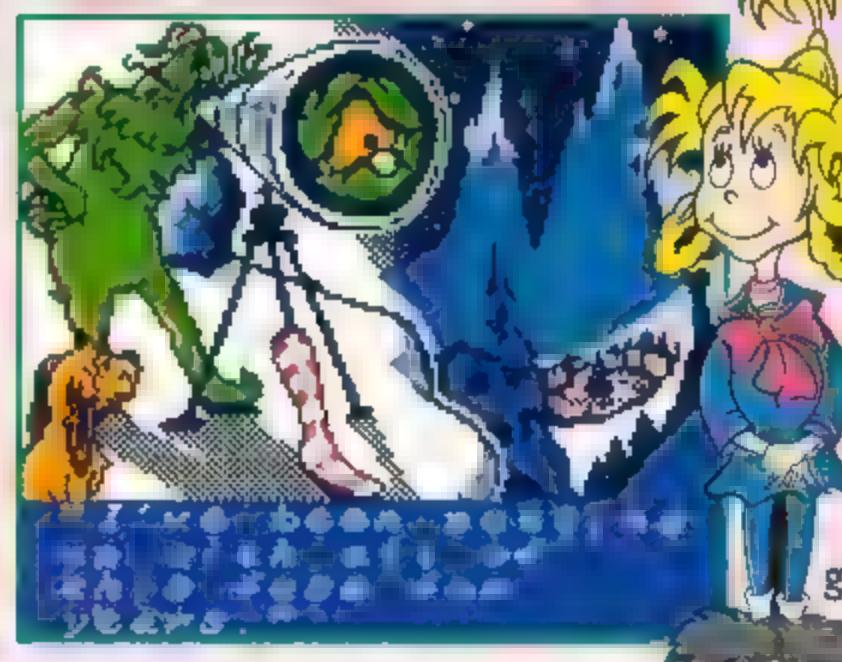
Although bright and colourful, with oodles of festive Christmas imagery

"This game is a plain and simple *Pac-Man* clone."

(Below) What a miserable fool! Christmas is one of the happiest times of the year and he wants to stop it?



(Below) The Grinch is a bit of a voyeur as it turns out! Don't try this at home, kids!



pouring out of from every pixel, despite the odd imaginative idea being thrown in, this game really doesn't seem to do Dr. Suess' tale justice. Apart from the tricky control system (you can never turn in a different direction fast enough) there's really little else majorly at fault. It looks pretty, but the images owe more to the film than to the original illustrations, and as for sounds... well, they're pleasant enough. A nice, simple game but far from an essential Christmas purchase!

RATING

Graphics



RATING

Gameplay



Audio



Challenge



OVERALL SCORE

78

Soundbite:

A nice little package, but too dull to do justice to the material. www.64mag.com

Supercross World 64 Championship

Big Air On The Small Screen!

Like black ice, caravans and French people, motorcycles are a big danger on the roads. Dodging in and out of queues in the almost certain knowledge that they're likely to splatter themselves over some piece of oncoming traffic is a daily part of the biker's life. However, this precarious existence is not enough for some: truly insane bikers crave *real* danger – and that's where *Supercross* comes in!

Supercross World Championship on the Game Boy Color boasts many impressive features. For a start, there are the FMV cut-scenes. Yes, that's right, between every race footage of wheel-spinning, mud-blinging motocross madness is shown. Impressive!

The game has three modes: Arcade, where you race around picking up icons and weapons, offing your opponents *Mario Kart*-

style; Supercross, which sees you jetting all over the world, from the USA to, er, Belgium, taking part in the World Championships; and finally Freestyle, where you must press the right button combination to perform stunts as your rider flies through the air. All of the game modes are well designed, and there is enough long-term challenge in the gameplay to keep you going for a good while.

McWhirter

The only real gripe with the game is that, particularly in the early rounds of the World Championship, the races seem a little easy. Once the 'Rookie' season is complete though, things really move up a gear, and the later races are quite taxing. Favourite of

Team 1000 planes broke down. The Red Arrows were forced to improvise... and to dress in yellow instead of red.

ours was the Freestyle section. This also starts with really simple tricks, which are first performed with easy 'Left, Right, A, B' combinations, but

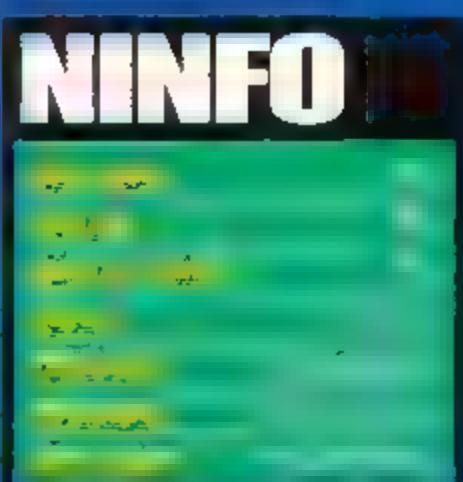
then it gets a bit more... difficult. I still have the occasional crash.

once you get further into the game, the sequences start to so long that they'd test even the memory skills of Norris McWhirter! All in all, it's a well-designed, addictive game, and well worth a place in your collection if you're into arcade thrills 'n' spills, racing and mud.

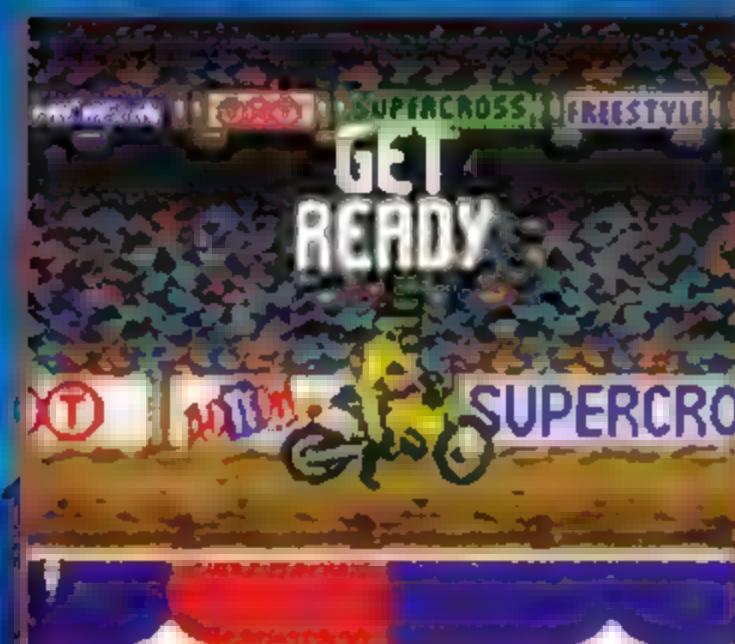
The fuel protesters seem worked out that they only needed motorbikes for narrow country lanes.



Seconds from the ground, this fool suddenly realised a little too late why his parachute had seemed so heavy.



NINFO



RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE

90

Soundbite:
A very impressive pocket-sized rubber-burning racer!



\$64,000 QUESTION





Your targets in the game come at you both in the air and on the ground. Surely you're not going to let this tank get away?



Air Force Delta

Without A Wing Or A Prayer!



If you believe that films like *Top Gun* give you a realistic idea of what it is like to take control of a jet fighter, then you have been taken for a fool! It is guaranteed to be nothing like that in the real world. Here's a great example why: Have you seen what Kelly McGillis looked like in that film? Have you seen what she looks like in real life? Once you have pieced that little puzzle together, then it won't take you long to realise that the life of a *Top Gun* is probably boring.

unattractive and frustrating. A bit like *Air Force Delta* in fact.

Flight of Fancy

In the game you are the new 'hotshot' recruit, who is pushed to the forefront of the action. From then on, there are a series of missions to complete, with a collection of planes to choose from. Each mission has its own special objective but – as you'll soon notice – they all look and play the same. Despite the effort to make it seem as real as possible, this game suffers from not giving the player any of the excitement of a dogfight in the sky. The jet moves

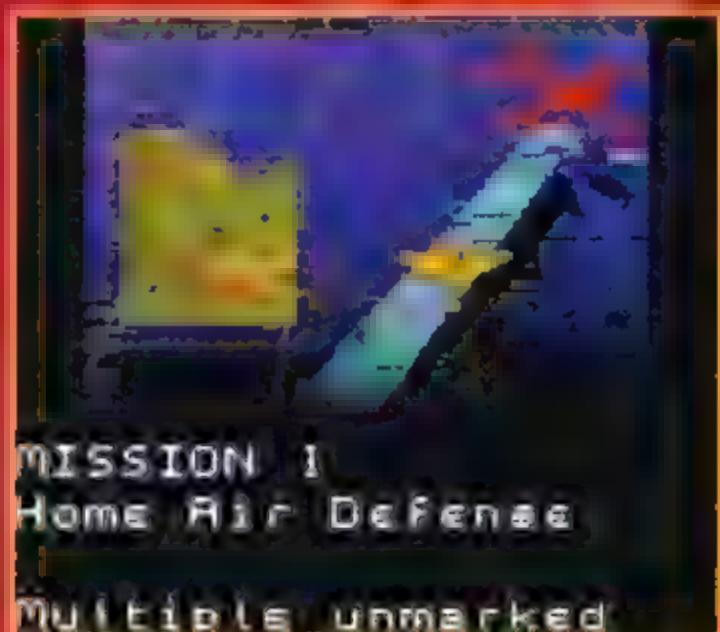
in all the directions it should, but in actual fact, your plane is just stuck moving ever-forward. All the enemies come towards you and zoom past and the game doesn't allow you to turn around to go back and destroy whatever it was you missed! This also means that it can be really hard to avoid incoming missiles as the handling doesn't get you out of the way in time. The targeting system, at best, can't seem to make its mind up what it is targeting, and power ups/extra weapons are few and far between! Despite early promise, this game soon fails to deliver. What is left is a plain, dull, and less than satisfying game! ■

The game suffers from offering the player little excitement!

I'm not sure that it's very practical to mount air defence around my home – it's only a two-bedroom semi-detached...

Yes, it's the start screen. Look... you have no idea what a nightmare it was getting screenshots for this game!

Below: Will you just look at the grass down there! How long do you reckon it took them to mow those stripes?



NINFO



RATING

Graphics



RATING

Gameplay



Audio



Challenge



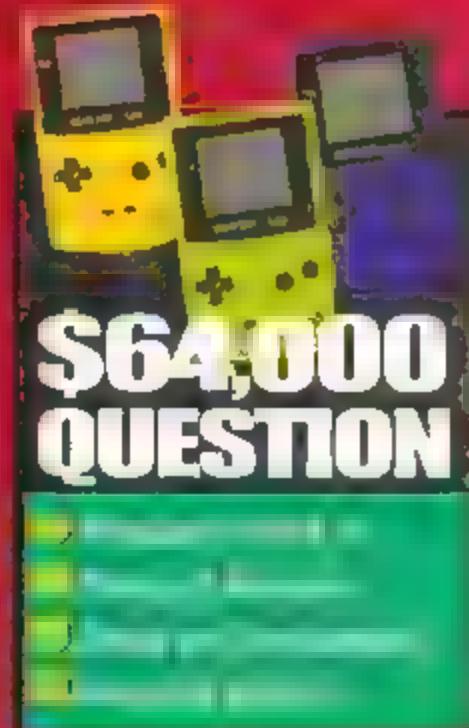
OVERALL SCORE



75

Soundbite:

A rather disappointing game that'll give you a little fun for a while.



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ScoreZone

With the Christmas family dinner still digesting in our stuffed stomachs, the wrapping paper from all those gifts littering the streets of Britain, and the dawn of a New Year fast approaching (or, depending on when you buy this issue, already gone), we look to the future. So, if you're feeling fruity and want to challenge the names upon these pages for supremacy, then make 2001 a year to remember, and send your best efforts to us! The Ultimate Player award is shared this issue, but then that's what you get when you send in a joint entry! So, Tim Hughes in West Sussex, and Richard Lewis in Surrey, you'll just have to fight over who gets the prize!

New Games Needed!

If you were a good boy or girl this year, then chances are that you got all the excellent presents you wanted for Christmas! If you received some new games, then why don't you play them until you believe you're 'the daddy'? With Nintendo boasting new games from James Bond, Link and others, we expect some great scores. Let's see what you're made of!

Enter The Zone!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

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Legend Of Zelda

BIGGEST FISH
24 Pounds Harris Shackleton, Halifax
24 Pounds Matthew Thompson, Cookham
24 Pounds Gareth Haynes, Droytwich
23 Pounds Leigh Maddox, Cheshunt
23 Pounds David Park, Hebburn

MARATHON RACE
1:02 Philip Longhurst, Sudbury
1:02 David Ryan, Derby
1:04 Karl Jobst, Australia
1:03 Mark Nicol, Western Australia
1:06 Matthys ten Ham, The Netherlands

HORSE RACE
0:46 Mark Nicol, Western Australia
0:46 Michael Tokarz, New South Wales

0:46 David Ryan, Derby
0:47 Matthys ten Ham, The Netherlands
0:47 Philip Longhurst, Sudbury

HORSEBACK ARCHERY
2000 points Mark Nicol, Western Australia
2000 points Matthys ten Ham, Netherlands
2000 points Christopher Ryan, Derby
2000 points David Ryan, Derby
2000 points Jan-Erik Spangberg, Sweden

GRAVEYARD RACE
0:50 Stephen Hill, Kent
0:52 Karl Jobst, Australia
0:53 David Ryan, Derby
0:56 Darren Harris, Birmingham
0:58 Tammy Harris, Birmingham

Quake II

CENTRAL COMPLEX
1:45 Darren Harris, Birmingham
1:51 Alexander Cook, Leeds
1:56 Thomas Munn, Leicester

COMMUNICATIONS CENTRE
0:47 Darren Harris, Birmingham
0:58 Thomas Munn, Leicester
0:59 Alexander Cook, Leeds

INTELLIGENCE CENTRE
1:33 Darren Harris, Birmingham
1:37 Alexander Cook, Leeds
1:40 Thomas Munn, Leicester

STROGG OUTPOST
0:33 Darren Harris, Birmingham
0:40 Alexander Cook, Leeds
0:45 Thomas Munn, Leicester

Mischief Makers

53 yellow gems Luke Kemp, Sevenoaks
52 yellow gems Luke Sutton, Australia

Extreme G

CITY 1 2:45:65 Ian Lawlor, Churwell 2:02:98 Jon Burrows, Queensland 2:03:91 Sam Doyle, Glossop 2:05:81 Michael Williams, Exeter 2:08:73 Joe Young, Bickerton	2:02:88 Michael Williams, Exeter
CITY 2 3:07:66 Jon Burrows, Queensland	DESERT 2 1:54:70 Jon Burrows, Queensland
CITY 3 1:58:96 Jon Burrows, Queensland	DESERT 3 2:27:18 Jon Burrows, Queensland
DESERT 1 1:59:60 Ian Lawlor, Churwell 2:00:95 Jon Burrows, Queensland	SPACE STATION 1 2:44:58 Ian Lawlor, Churwell 2:06:30 Jon Burrows, Queensland
	SPACE STATION 2 2:15:95 Jon Burrows, Queensland
	SPACE STATION 3 2:49:41 Jon Burrows, Queensland

Perfect Dark

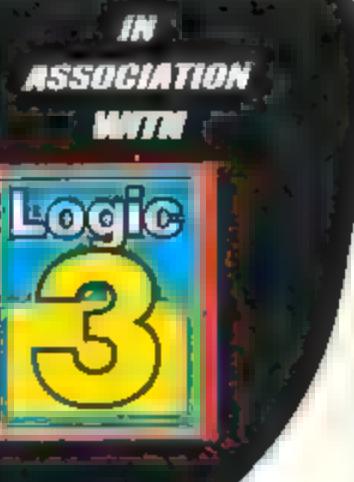
DATAODYNE CENTRAL 0:36 Arif Mollah, Lancashire	CRASH SITE 1:54 Arif Mollah, Lancashire
DATAODYNE RESEARCH 1:36 Arif Mollah, Lancashire	PELAGIC 2 1:28 Arif Mollah, Lancashire
DATAODYNE CENTRAL 1:24 Arif Mollah, Lancashire	DEEP SEA 4:01 Arif Mollah, Lancashire
CARRINGTON VILLA 1:24 Arif Mollah, Lancashire	CARRINGTON INSTITUTE 1:06 Arif Mollah, Lancashire
CHICAGO 0:20 Arif Mollah, Lancashire	ATTACK SHIP 2:59 Arif Mollah, Lancashire
G5 BUILDING 1:06 Arif Mollah, Lancashire	SKEEDAR RUINS 1:48 Arif Mollah, Lancashire
AREA 51: INFILTRATION 1:41 Arif Mollah, Lancashire	MR B'S REVENGE 1:57 Arif Mollah, Lancashire
AREA 51: RESCUE 1:54 Arif Mollah, Lancashire	MAIAN SOS 2:32 Arif Mollah, Lancashire
AREA 51: ESCAPE 2:59 Arif Mollah, Lancashire	WAR 0:36 Arif Mollah, Lancashire
AIR BASE 1:46 Arif Mollah, Lancashire	THE DUEL 0:04 Arif Mollah, Lancashire
AIR FORCE ONE 1:06 Arif Mollah, Lancashire	

International Track & Field: Summer games

POLE VAULT 6.48m, David McKinnie, Cambridgeshire	100M FREESTYLE 00:49.69 secs, David McKinnie, Cambridgeshire
100M SPRINT 00:09.64 secs, David McKinnie, Cambridgeshire	100M BREASTSTROKE 01.02.12 secs, David McKinnie, Cambridgeshire
110M HURDLES 00:13.10 secs, David McKinnie, Cambridgeshire	VAULT 9.97 pts, David McKinnie, Cambridgeshire
LONG JUMP 9.19m, David McKinnie, Cambridgeshire	HORIZONTAL BAR 9.95 pts, David McKinnie, Cambridgeshire
TRIPLE JUMP 18.72m, David McKinnie, Cambridgeshire	WEIGHT LIFTING 252.5 kg, David McKinnie, Cambridgeshire
JAVELIN THROW 105.84m, David McKinnie, Cambridgeshire	TRAP SHOOTING 204 pts, David McKinnie, Cambridgeshire
HAMMER THROW 100.93m, David McKinnie, Cambridgeshire	CHAMPIONSHIP 10123 pts, David McKinnie, Cambridgeshire
HIGH JUMP 2.54m, David McKinnie, Cambridgeshire	

Donkey Kong 64

RAMBI ARENA 216 Sean Matthews, Paisley	JETPAC ARCADE GAME 81395 Kevin Lillie, Liverpool
212 Kris Christopher, Maestey	66190 James Eyre, Leicester
202 Chris Webb, Gloucester	655360 Jeffery Van der Aa, Netherlands
198 Karl Kobst, Australia	50650 Trent Green, Australia
191 Kristie Fawn, Sydenham	31060 Anthony Hooley, Breaston
188 David Bilett, Croydon	255 James Eyre, Leicestershire
ENGUARDE ARENA 365 Sean Matthews, Paisley	250 Anthony Hooley, Breaston
345 Karl Jobst, Australia	245 Karen line, Blackpool
335 James Eyre, Leicestershire	Chameleon Twist
250 Chris Webb, Gloucester	JUNGLE LAND 03.11 Luke Sutton, South Australia
245 Karen line, Blackpool	03.15 Robert Gallagher, Southampton
	03.25 Zack King, Surrey
	04.50 Jeffrey Van Der Aa, The Netherlands
	ANT LAND 09.27 Robert Gallagher, Southampton
	811395 pts, Kevin Lillie, Liverpool



Goldeneye

FACILITY - 00 LEVEL

0:38	Arif Mollah, Lancashire
0:48	David Ryan, Derby
0:51	Arif Mollah, Rochdale
0:55	Jon Burrows, Queensland
0:56	Richard Dunn, New Leake
0:57	Ben Kitchin, Australia

BYELOMORY DAM

0:47	Arif Mollah, Lancashire
0:52	David and Christopher Ryan, Derby
0:53	Arif Mollah, Rochdale
0:53	James Eyre, Leicester
0:53	Jon Payne, Derby
0:53	Timothy Darling, Kent

FACILITY

0:39	David Ryan, Derby
0:40	Jon Burrows, Queensland
0:44	Luke Sutton, South Australia
0:45	Richard Dunn, New Leake
0:45	Arif Mollah, Rochdale
0:51	James Eyre, Leicester

RUNWAY

0:21	Arif Mollah, Lancashire
0:22	Zak Brown, Australia
0:23	Jon Burrows, Queensland
0:24	Karl Jobst, Australia
0:24	Michael Williams, Exeter
0:24	David Ryan, Derby

SURFACE 1

0:52	Arif Mollah, Lancashire
0:57	Jon Burrows, Queensland
1:01	Magnus Smith, Burra Isle
1:02	David Ryan, Derby
1:04	Arif Mollah, Rochdale
1:06	Luke Sutton, South Australia

BUNKER 1

0:16	Arif Mollah, Lancashire
0:17	David Ryan, Derby
0:19	Jon Burrows, Queensland
0:19	Chris Stuart, Peterhead
0:19	Arif Mollah, Rochdale
0:19	Karl Jobst, Australia

LAUNCH SILO

0:49	Arif Mollah, Lancashire
1:02	David Ryan, Derby
1:06	Arif Mollah, Rochdale
1:06	James Eyre, Leicester
1:08	Ben Kitchin, Australia
1:09	Luke Sutton, South Australia

FRIGATE

0:23	Arif Mollah, Lancashire
0:24	Jon Burrows, Queensland
0:25	Magnus Smith, Burra Isle
0:31	Karl Jobst, Australia
0:31	Matthys ten Ham, The Netherlands
0:32	Stephen Hill, Maidstone

SURFACE 2

0:54	Arif Mollah, Lancashire
0:54	Jon Burrows, Queensland
0:56	Karl Jobst, Australia
0:57	Danny Dunn, New Leake
0:57	Sam Doyle, Glossop
0:57	Matthys ten Ham, The Netherlands

BUNKER 2

0:20	Arif Mollah, Lancashire
0:20	David Ryan, Derby
0:22	Arif Mollah, Rochdale
0:23	Luke Sutton, South Australia
0:24	Christopher Ryan, Derby
0:25	Jon Burrows, Queensland

STATUE PARK

2:22	Arif Mollah, Lancashire
2:30	Jon Burrows, Queensland
2:33	Karl Jobst, Australia

IN ASSOCIATION

WITH MTV

Logic 3

Scorezone

64

Goldeneye

FACILITY - 00 LEVEL

2:37	Matthys ten Ham, The Netherlands
2:38	Danny Dunn, New Leake
2:38	Arif Mollah, Rochdale

MILITARY ARCHIVES

0:16	Arif Mollah, Lancashire
0:16	David Ryan, Derby
0:16	Jon Burrows, Queensland
0:17	Chris Stuart, Peterhead
0:17	Arif Mollah, Rochdale
0:17	Christopher Ryan, Derby

STREETS

1:08	Arif Mollah, Lancashire
1:00	Zak Brown, Australia
1:12	Jon Burrows, Queensland
1:14	Danny Dunn, New Leake
1:16	Karl Jobst, Australia
1:17	Matthys ten Ham, The Netherlands

DEPOT

0:22	Arif Mollah, Lancashire
0:22	David Ryan, Derby
0:22	Jon Burrows, Queensland
0:23	Chris Stuart, Peterhead
0:23	Arif Mollah, Rochdale
0:23	Luke Sutton, South Australia

TRAIN

1:04	Arif Mollah, Rochdale
1:21	Jon Burrows, Queensland
1:25	Luke Sutton, South Australia
1:25	James Eyre, Leicester
1:26	Matthys ten Ham, The Netherlands

JUNGLE

1:02	Arif Mollah, Lancashire
1:02	Karl Jobst, Australia
1:05	Jon Burrows, Queensland
1:06	Matthys ten Ham, The Netherlands
1:07	Arif Mollah, Rochdale

CONTROL CENTRE

3:39	Arif Mollah, Lancashire
3:40	Jon Burrows, Queensland
3:43	James Eyre, Leicester
3:51	Arif Mollah, Rochdale
3:52	Richard Dunn, New Leake
4:20	Karl Jobst, Australia

WATER CAVERNS

1:00	Arif Mollah, Lancashire

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Star Wars: Episode One Racer

ANDO PRIME CENTRUM
 2:28:336 David Scott, Newry
 3:03:510 Tim Hughes, West Sussex
 3:04:033 Stephen Hill, Kent
 3:33:629 Darren Harris, Birmingham
 3:33:500 Chris Perry, Cambridge

BEEDO'S WILD RIDE
 3:06:411 Stephen Hill, Kent
 3:34:998 Darren Harris, Birmingham
 3:35:652 Chris Perry, Cambridge
 3:49:292 Julian Scott, Newry

BOONTA TRAINING COURSE
 1:08:575 Julian Scott, Newry
 1:50:993 Richard Lewis, Surrey
 1:53:644 Darren Harris, Birmingham
 1:53:851 Luke Sutton, South Australia
 1:54:023 Chris Perry, Cambridge

EXECUTIONER
 4:39:014 Stephen Hill, Kent
 4:48:130 Tim Hughes, West Sussex
 5:00:653 Darren Harris, Birmingham
 5:01:034 Chris Perry, Cambridge
 5:04:442 Julian Scott, Newry

MALASTARE 100
 2:01:442 Tim Hughes, West Sussex
 2:03:049 Stephen Hill, Kent
 2:14:014 Darren Harris, Birmingham
 2:23:537 Julian Scott, Newry
 2:25:364 Chris Perry, Cambridge

MON GAZZA SPEEDWAY
 0:23:073 Julian Scott, Newry
 0:47:409 Stephen Hill, Kent
 0:48:878 Richard Lewis, Surrey
 0:51:297 Darren Harris, Birmingham
 0:55:894 Chris Perry, Cambridge

SCRAPPER'S RUN
 2:21:423 Richard Lewis, Surrey
 2:26:855 Darren Harris, Birmingham
 2:26:906 Julian Scott, Newry
 2:27:602 Chris Perry, Cambridge

VENGEANCE
 4:05:078 Julian Scott, Newry
 4:05:716 Tim Hughes, West Sussex
 4:18:857 Darren Harris, Birmingham
 4:22:203 Chris Perry, Cambridge

ABYSS
 3:43:245 David Scott, Newry

THE GAUNTLET
 6:07:653 David Scott, Newry

GRAPEVINE GATEWAY
 4:05:972 David Scott, Newry

SEBULA'S LEGACY
 2:40:818 Julian Scott, Newry

DUG DERBY
 2:17:161 Julian Scott, Newry

Mario Kart 64

LUIGI RACEWAY
 0:03:691 Arif Mollah, Rochdale
 0:04:373 Adam Tucker, Great Yarmouth
 0:04:678 Ben Kitchin, Australia
 0:04:824 Jon Burrows, Queensland
 0:04:842 Caroline Fawcett, North Horncastle

MOO MOO FARM
 0:17:32 Arif Mollah, Lancashire
 0:15:77 Jeffery Van der Aa, Netherlands
 0:16:55 James Eyre, Leicester
 0:18:74 Arif Mollah, Rochdale
 0:19:26 Adam Tucker, Great Yarmouth
 0:20:51 James Allsopp, Alvaston

KOOPA TROOPA BEACH
 0:12:312 Arif Mollah
 0:12:2086 Jeffery Van der Aa, Netherlands
 0:12:2317 James Eyre, Leicester
 0:12:2404 Adam Tucker, Great Yarmouth
 0:12:248 Arif Mollah, Rochdale
 0:12:2781 Alan Dundas, Arbroath

FRAPPE SNOWLAND
 0:02:533 Arif Mollah, Rochdale
 0:02:534 Arthur van Dalen, Netherlands
 0:02:745 Alan Pierce, Salisbury
 0:02:772 Rob Pierce, Salisbury
 0:02:57 Danny Dunn, New Leake

MARIO RACEWAY
 0:01:1880 Arif Mollah, Rochdale
 0:02:572 Ben Kitchin, Australia
 0:02:779 Adam Tucker, Great Yarmouth
 0:02:4938 David Park, Hebburn
 0:02:5147 Caroline Fawcett, North Horncastle

WARIO STADIUM
 0:01:1832 Jeffery Van der Aa, Netherlands
 0:01:1884 Arif Mollah, Rochdale
 0:01:1916 Ben Kitchin, Australia
 0:01:1968 Aaron Norris, Western Australia
 0:01:2122 Richard Dunn, New Leake

CHOCO MOUNTAIN
 0:04:608 Jeffery Van der Aa, Netherlands
 0:05:96 James Eyre, Leicester
 0:01:0056 Richard Dunn, New Leake
 1:02:98 Arif Mollah, Rochdale
 0:01:2074 Adam Tucker, Great Yarmouth

ROYAL RACEWAY
 0:13:75 Jeffery Van der Aa, Netherlands
 0:14:49 Arif Mollah, Rochdale
 0:12:69 Ben Kitchin, Australia
 0:12:2743 Adam Tucker, Great Yarmouth
 0:12:4773 Jon Burrows, Queensland

KALAMARI DESERT
 0:04:4439 Arif Mollah, Lancashire
 0:05:7070 Jeffery Van der Aa, Netherlands
 0:05:2472 Ben Kitchin, Australia

0:01:43 Arif Mollah, Rochdale
 0:01:0901 Adam Tucker, Great Yarmouth
 0:01:2065 James Eyre, Leicester

YOSHI VALLEY
 0:03:483 Stacy Needham, Bicester
 0:03:488 Aaron Norris, Western Australia
 0:03:519 Danny Dunn, New Leake
 0:03:564 Arif Mollah, Rochdale
 0:01:0094 Jeffery Van der Aa, Netherlands

RAINBOW ROAD
 0:03:0887 Ben Kitchin, Australia
 0:04:0492 Adam Tucker, Great Yarmouth
 0:04:0470 Arif Mollah, Rochdale
 0:04:0789 Jamie Eccles, California
 0:04:1351 James Eyre, Leicestershire

BANSHEE BOARDWALK
 0:05:2311 Jeffery Van der Aa, Netherlands
 0:05:5124 Ben Kitchin, Australia
 0:05:5876 Jon Burrows, Queensland
 0:02:0552 Adam Tucker, Great Yarmouth
 0:04:4728 Arthur Van Dalen, The Netherlands

DONKEY KONG'S JUNGLE PARKWAY
 0:02:2881 Arif Mollah, Rochdale
 0:02:2903 Aaron Norris, Western Australia
 0:03:3128 Jeffery Van der Aa, Netherlands
 0:03:3194 Danny Dunn, New Leake
 0:03:3503 Rob Pierce, Salisbury
 0:04:4149 Martin Hurley, St Helens

SHERBET LAND
 0:05:5959 Arif Mollah, Lancashire
 0:05:805 Ben Kitchin, Australia
 0:03:3589 Jon Burrows, Queensland
 0:04:4119 Adam Tucker, Great Yarmouth
 0:04:4324 James Eyre, Leicester
 0:04:4420 Arif Mollah, Rochdale
 0:05:1669 James Eyre, Donington Le Heath
 0:15616 Martin Hurley, St Helens
 0:02:0412 Craig Bartlett, Bournemouth

BOWSER'S CASTLE
 0:01:1259 Jeffery Van der Aa, Netherlands
 0:01:2090 Adam Tucker, Great Yarmouth
 0:01:2412 Ben Kitchin, Australia
 0:01:5895 Jon Burrows, Queensland
 0:02:0279 James Eyre, Leicester
 0:02:2122 Martin Hurley, St Helens
 0:02:3416 John Bailey, Stevenage

TOAD'S TURNPIKE
 0:01:3552 Jeffery Van der Aa, Netherlands
 0:01:4333 Arif Mollah, Rochdale
 0:01:4553 Jon Burrows, Queensland
 0:02:4627 Adam Tucker, Great Yarmouth
 0:02:4663 James Allsopp, Alvaston
 0:02:5122 Martin Hurley, St Helens
 0:02:2122 Craig Bartlett, Bournemouth

Quake 64

MAP 1: THE SLIPGATE COMPLEX
 0:30 Michael Williams, Exeter
 0:30 Raymond Burton, Stockbridge
 0:30 Jon Quarrie, Stapleford
 0:30 Kevin Seeney, Bury St Edmunds
 0:31 Karl Watt, Shetland

MAP 2: CASTLE OF THE DAMNED
 0:28 John Brennan, Bicester
 0:38 Jon Quarrie, Stapleford
 0:40 Karl Watt, Shetland
 0:43 Michael Williams, Exeter
 0:44 Raymond Burton, Stockbridge

MAP 3: THE NECROPOLIS
 1:00 James Eyre, Leicester
 1:05 John Brennan, Bicester
 1:11 Karl Watt, Shetland
 1:12 Jon Quarrie, Stapleford
 1:14 Michael Williams, Exeter

MAP 4: GLOOM KEEP
 0:15 James Eyre, Leicester
 0:37 John Brennan, Bicester
 0:46 Jon Quarrie, Stapleford
 0:49 Michael Williams, Cardiff
 0:55 Karl Watt, Shetland

MAP 5: THE DOOR TO CHTHON
 0:09 James Eyre, Leicester
 0:15 John Brennan, Bicester
 0:54 Jon Quarrie, Stapleford
 0:56 Chris Street, Huntingdon
 1:02 Karl Watt, Shetland
 1:03 Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON
 0:23 John Brennan, Bicester
 0:27 Karl Watt, Shetland
 0:28 Kevin Seeney, Bury St Edmunds
 0:29 Raymond Burton, Stockbridge
 0:29 Jon Quarrie, Stapleford

MAP 7: ZIGGURAT VERTIGO
 1:04 John Brennan, Bicester
 1:24 Jon Quarrie, Stapleford
 2:31 Karl Watt, Shetland

MAP 8: THE OGRE CITADEL
 0:35 James Eyre, Leicester
 0:53 John Brennan, Bicester
 0:58 Raymond Burton, Stockbridge
 0:58 Jon Quarrie, Stapleford
 1:03 Karl Watt, Shetland

MAP 9: THE CRYPT OF DECAY
 1:12 John Brennan, Bicester
 1:18 Raymond Burton, Stockbridge
 1:19 Karl Watt, Shetland
 1:20 Jon Quarrie, Stapleford
 1:26 James Eyre, Leicester

MAP 10: THE WIZARD'S MANSE
 1:45 John Brennan, Bicester
 2:18 Karl Watt, Shetland
 2:21 Jon Quarrie, Stapleford
 2:27 Raymond Burton, Stockbridge

MAP 11: THE DISMAL OUBLIETTE
 1:53 John Brennan, Bicester
 5:06 Raymond Burton, Stockbridge
 5:16 James Eyre, Leicester
 5:48 Jon Quarrie, Stapleford

MAP 12: THE UNDERRAETH
 0:47 John Brennan, Bicester
 0:58 Karl Watt, Shetland
 1:13 Raymond Burton, Stockbridge

MAP 13: TERMINATION CENTRAL
 0:43 John Brennan, Bicester
 1:02 Karl Watt, Shetland
 1:08 Jon Quarrie, Stapleford
 1:10 Raymond Burton, Stockbridge
 1:20 James Eyre, Leicester

MAP 14: THE VAULTS OF ZIN
 0:37 James Eyre, Leicester
 0:54 John Brennan, Bicester
 1:08 Karl Watt, Shetland
 1:13 Raymond Burton, Stockbridge

MAP 15: THE TOMB OF TERROR
 0:33 James Eyre, Leicester
 1:06 John Brennan, Bicester
 1:10 Karl Watt, Shetland
 1:25 Raymond Burton, Stockbridge

MAP 16: SATAN'S DARK DELIGHT
 2:07 John Brennan, Bicester
 3:00 Kevin Seeney, Bury St Edmunds

MAP 17: CHAMBERS OF TORMENT
 0:43 James Eyre, Leicester
 0:53 John Brennan, Bicester
 1:15 Karl Watt, Shetland
 1:27 Raymond Burton, Stockbridge

MAP 20: THE ELDER GOD SHRINE
 0:37 John Brennan, Bicester
 0:40 James Eyre, Leicester

MAP 21: THE PALACE OF HATE
 0:47 John Brennan, Bicester
 0:57 James Eyre, Leicester

MAP 22: THE PAIN MAZE
 0:49 John Brennan, Bicester

MAP 23: AZURE AGONY
 1:25 James Eyre, Leicester
 1:42 Jon Quarrie, Stapleford
 2:55 Karl Watt, Shetland
 3:26 Raymond Burton, Stockbridge

MAP 24: THE NAMELESS CITY
 1:26 John Brennan, Bicester

MAP 25: SHUB NIGGURATH'S PIT
 0:50 John Brennan, Bicester
 0:50 Kevin Seeney, Bury St Edmunds
 0:52 Jon Quarrie, Stapleford

SPRAL MOUNTAIN
 0:02:01 Jon Burrows, Queensland
 0:02:25 Niall Hickey, County Waterford
 0:02:44 Darren Harris, Birmingham
 0:02:58 Michael Iloski, Australia
 0:03:31 Christopher Iloski, Australia

MUMBO'S MOUNTAIN
 0:04:44 Jon Burrows, Queensland
 0:05:28 Kevin Seeney, Bury St Edmunds
 0:06:30 Danny Dunn, New Leake
 0:06:40 Jan-Erik Spangberg, Sweden
 0:08:17 Niall Hickey, County Waterford

TREASURE TROVE COVE
 0:08:29 Jon Burrows, Queensland
 0:10:50 Jan-Erik Spangberg, Sweden
 0:11:06 Richard Dunn, Boston
 0:12:01 Niall Hickey, County Waterford
 0:12:03 Darren Harris, Birmingham

MAD MONSTER MANSION
 0:10:45 Jon Burrows, Queensland
 0:14:15 Jan-Erik Spangberg, Sweden
 0:15:48 Kevin Seeney, Bury St Edmunds
 0:18:16 Niall Hickey, County Waterford
 0:26:09 Ingvar Gunnarsson, Iceland

BUBBLEGOOP SWAMP
 0:14:07 Jon Burrows, Queensland
 0:15:02 Kevin Seeney, Bury St Edmunds
 0:15:19 Jan-Erik Spangberg, Sweden
 0:18:07 Niall Hickey, County Waterford
 0:19:26 Darren Harris, Birmingham

CLANKER'S CAVERN
 0:08:31 Jon Burrows, Queensland
 0:08:47 Kevin Seeney, Bury St Edmunds

0:09:16 Jan Erik Spangberg, Sweden
 0:11:36 Niall Hickey, County Waterford
 0:12:21 Jon Erik Spangberg, Sweden

CLICK CLOCK WOOD
 0:20:52 Jon Burrows, Queensland
 0:32:25 Jan Erik Spangberg, Sweden
 0:42:05 Niall Hickey, County Waterford
 0:43:46 Kevin Seeney, Bury St Edmunds

RUSTY BUCKET BAY
 0:12:18 Jon Burrows, Queensland
 0:13:30 Kevin Seeney, Bury St Edmunds
 0:16:14 Jan-Erik Spangberg, Sweden
 0:16:47 Niall Hickey, County Waterford
 0:28:38 Ingvar Gunnarsson, Iceland

FREEZEEZY PEAK
 0:13:19 Jon Burrows, Queensland
 0:13:34 Kevin Seeney, Bury St Edmunds
 0:15:25 Jan-Erik Spangberg, Sweden
 0:19:40 Richard Dunn, Boston
 0:19:42 Darren Harris, Birmingham

GOBI'S VALLEY
 0:11:25 Jon Burrows, Queensland
 0:12:44 Jan-Erik Spangberg, Sweden
 0:14:44 Kevin Seeney, Bury St Edmunds
 0:15:58 Niall Hickey, County Waterford
 0:16:44 Jon Erik Spangberg, Sweden

100 JIGGIES, 900 NOTES
 2:46:17 Kevin Seeney, Bury St Edmunds
 2:53:54 Jan-Erik Spangberg, Sweden
 3:38:52 Mark Nicol, Western Australia
 4:46:00 Ingvar Gunnarsson, Iceland

GR

Micro Machines

THE MAIN COURSE	James Eyre, Leicester
00:11:90	Jeffrey Van Der Aa, The Netherlands
00:15:28	Chris Cox, Cambridge
00:15:45	Ned Pendleton, Brackley
00:16:62	
LOVE TRIANGLE	James Eyre, Leicester
00:23:72	Jeffrey Van Der Aa, The Netherlands
00:39:17	Ned Pendleton, Brackley
00:40:02	Chris Cox, Cambridge
00:40:30	
BEWARE OF THE DOG	James Eyre, Leicester
00:17:30	Jeffrey Van Der Aa, The Netherlands
00:35:29	Ned Pendleton, Brackley
00:35:86	
CRASH AND FERN	James Eyre, Leicester
00:13:19	Jeffrey Van Der Aa, The Netherlands
00:21:22	Ned Pendleton, Brackley
00:22:06	
DESTRUCTION DIRTBOX	James Eyre, Leicester
00:16:44	Jeffrey Van Der Aa, The Netherlands
00:29:48	Ned Pendleton, Brackley
00:30:01	
Brake-Fast Bends	James Eyre, Leicester
00:26:26	Jeffrey Van Der Aa, The Netherlands
00:33:36	Ned Pendleton, Brackley
00:33:76	
CALCULATOR RISK	James Eyre, Leicester
00:15:94	Jeffrey Van Der Aa, The Netherlands
00:23:19	Ned Pendleton, Brackley
00:25:97	
WIPEUP	James Eyre, Leicester
00:17:06	Jeffrey Van Der Aa, The Netherlands
00:34:25	Ned Pendleton, Brackley
00:36:67	
TANKS ALOT	James Eyre, Leicester
00:18:39	Jeffrey Van Der Aa, The Netherlands
00:27:10	Ned Pendleton, Brackley
00:27:67	
BAGUETTE BALANCE	James Eyre, Leicester
00:15:70	Jeffrey Van Der Aa, The Netherlands
00:22:07	Ned Pendleton, Brackley
00:22:71	Chris Cox, Cambridge
00:23:00	
TRUCKER'S LUCK	James Eyre, Leicester
00:17:71	Jeffrey Van Der Aa, The Netherlands
00:22:95	Ned Pendleton, Brackley
00:24:32	
BIKINI BLAZER	James Eyre, Leicester
00:16:34	Jeffrey Van Der Aa, The Netherlands
00:23:11	Ned Pendleton, Brackley
00:25:05	
PEBBLE DASH	James Eyre, Leicester
00:15:69	Jeffrey Van Der Aa, The Netherlands
00:24:93	Ned Pendleton, Brackley
00:25:70	

BEACHED BUGGIES	James Eyre, Leicester
00:11:09	Chris Cox, Cambridge
00:21:66	Ned Pendleton, Brackley
00:22:59	Jeffrey Van Der Aa, The Netherlands

RIGHT ON CUE	James Eyre, Leicester
00:12:30	Jeffrey Van Der Aa, The Netherlands
00:19:29	Chris Cox, Cambridge
00:19:55	Ned Pendleton, Brackley

RACK 'N ROLL	James Eyre, Leicester
00:30:05	Jeffrey Van Der Aa, The Netherlands
00:47:36	Chris Cox, Cambridge
00:47:97	Ned Pendleton, Brackley
00:48:41	

PULLING POWER	James Eyre, Leicester
00:22:47	Jeffrey Van Der Aa, The Netherlands
00:39:29	Ned Pendleton, Brackley
00:39:58	

STINKY SINKS	James Eyre, Leicester
00:10:32	Jeffrey Van Der Aa, The Netherlands
00:17:35	Ned Pendleton, Brackley
00:22:31	

SAND BLASTER	James Eyre, Leicester
00:14:72	Jeffrey Van Der Aa, The Netherlands
00:34:65	Ned Pendleton, Brackley
00:35:42	

SWERVE SHOT	James Eyre, Leicester
00:06:05	Chris Cox, Cambridge
00:06:85	Jeffrey Van Der Aa, The Netherlands
00:11:86	Ned Pendleton, Brackley
00:12:03	Achilles Zanettis, Kenton
00:12:11	

BREAKFAST AT CHERRY'S	James Eyre, Leicester
00:11:30	Jeffrey Van Der Aa, The Netherlands
00:21:95	Chris Cox, Cambridge
00:23:64	Ned Pendleton, Brackley
00:24:12	

FORMULA X	James Eyre, Leicester
00:13:87	Jeffrey Van Der Aa, The Netherlands
00:27:82	Ned Pendleton, Brackley
00:31:18	

LEARNING CURVES	James Eyre, Leicester
00:21:98	Jeffrey Van Der Aa, The Netherlands
00:27:03	Ned Pendleton, Brackley
00:34:17	

CHEMICAL WARFARE	James Eyre, Leicester
00:13:27	Jeffrey Van Der Aa, The Netherlands
00:26:99	

CHEESY JUMPS	James Eyre, Leicester
00:17:18	Jeffrey Van Der Aa, The Netherlands
00:14:12	

CEREAL KILLER	James Eyre, Leicester
00:26:50	Jeffrey Van Der Aa, The Netherlands
00:43:48	

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

00:35	Richard Dunn, New Leake
00:44	Karl Jobst, Australia
00:45	Arif Mollah, Rochdale
00:46	Jon Burrows, Queensland
00:56	Jan-Erik Spangberg, Sweden

RENDEZVOUS ON BARKHESH

05:10	Paul Nicholls, Coventry
05:13	Darren Harris, Birmingham
05:19	Richard Dunn, New Leake
05:19	John Brennan, Bicester
05:19	Karl Jobst, Australia

THE SEARCH FOR THE NONNAH

03:29	Arif Mollah, Rochdale
03:31	Richard Dunn, New Leake
03:58	Karl Jobst, Australia
04:11	Darren Harris, Birmingham

THE JADE MOON

01:02	Richard Dunn, New Leake
01:15	Jan-Erik Spangberg, Sweden
01:17	Darren Harris, Birmingham
01:18	Arif Mollah, Rochdale
01:30	Karl Jobst, Australia

DEFECITION AT CORELLIA

07:29	Jan-E
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64 A to Z

Of Hints, Tips & Cheats...

SOLUTIONS

Need help? Then this is where to come! The following 12 pages contain a complete list - updated monthly - of every N64 cheat, hint and tip. New additions are highlighted in red. Updated cheats are in green.

AIR BOARDER 64

Bonus Characters

To unlock the four bonus characters: Finish all level and tracks in Time Attack mode in the time set; Get an A ranking on all levels and tracks in Street Work mode; Get an S ranking on all levels and tracks in Street Work mode; Get a Perfect ranking on every level and track in Coin mode.

Bonus Boards

Unlock all four bonus characters then at the Board Selection screen press Up, Up, Down, Left, Right, Left, Right, B, A to get the following bonus boards

J-Arm
Gives extra turbos
Ika-Chu
gives double jumps
Father
gives longer air time
J-B
press A+B for turbo jumps

AERO GAUGE

Turbo Start

Hold A and B at the start then release B after the announcer says "ready!"

Turbo

For speed hold down A to accelerate, make a hard turn in either direction while holding Z, then release both buttons. If your timing is right you get a burst of extra speed. Keep using the turbo until the temperature gauge rises too high.

AUTOMOBILI LAMBORGHINI

Mirror tracks

To access the reversed tracks, finish the championship mode on both novice and expert difficulty. You win some new cars too!

Hidden Cars

Bugatti EB110
Finish championship mode on novice

Ferrari F50

Finish championship mode on expert

Ferrari Testarossa
Finish the basic arcade mode on expert

Porsche 959
Finish the basic arcade mode on expert

Vector
Finish the pro arcade mode on novice

Dodge Viper
Finish the pro arcade mode on expert

ARMORINES: PROJECT SWARM

CHEAT CODES
Enter the following codes on the cheats screen for the resulting effects.

Goldenpie
unlocks all cheats
Skippy
accesses all levels
Godly
reveals God mode
Loaded
unlocks all weapons
Sorted
gives you infinite ammunition

Pen and Ink mode
To remove all the texture maps from the game, type in the word Sketchy on the Enter Code screen.
Fast Running
To sprint at high speed, enter Sonic on the codes screen.

ARMY MEN: SARGE'S HEROES

CHEAT CODES
Enter any of the following codes at the password screen.

ALCHR	All Multiplayers:
VRCLN	All Weapons:
NSRLS	Weird Colours:
CLRSMN	Invincibility:
MMRTL	Invisibility:
DNLVSKSF	Giant Mode:
IVNLRG	Infinite Continues:
CNTN	Full Ammo:
MMLVSRM	Level Select:
DNSTHMM	Mini Mode:
DRVLLVSMM	Debug Info:
PLYHVR	Play as Hoover:
GRNGRLRX	Play as Vikki:
TNSLDRS	Play as a Tin Soldier:

ARMY MEN: SARGE'S HEROES 2

Tin Foil Uniform	TNMM
Level	Passwords
2 (Bridge)	FLLNGDWN
3 (Fridge)	GTMLK
4 (Freezer)	CHLLBB
5 (Inside Wall)	CLSNGN
6 (GraveYard)	DGTHS
7 (Castle)	FRKNNSTN
8 (Tan Base)	BDBZ
9 (Revenge)	LBBCK
10 (Desk)	DSKJB
11 (Bed)	GTSLP
12 (Blue Town)	SMLLVLL
13 (Cashier)	CHRGT
14 (Train)	NTBRT
15 (Rockets)	RDGLR
16 (Pool Table)	FSTNLS
17 (PinBall Table)	WHSWZRD

AEROFIGHTERS: ASSAULT

Access All Levels
Start game, press: Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L.

Secret F-15 Plane
On the opening title screen enter the following code:
C Left, C Down, C Right, C Up, C Left, C Right, C Down.

Secret Level
Beat the Ice Cave level to access The Moon.

ALL STAR BASEBALL '99

CREDITS
On the title screen enter R, A, Z, R, C Right, A, B to enable the credits option.

Alien Team and Stadium
On the 'enter cheats' screen, enter the code: ATEMYBUIK
Beachball Baseball
On the 'enter cheats' screen, enter the code: BBNSTRDS
Big Everything
On the 'enter cheats' screen, enter the code: GOTHELIUM
Broken Bats
On the 'enter cheats' screen, enter the code: BRKNBAT
Fat or Skinny Players
On the 'enter cheats' screen, enter

the code: ABBTNSTLO
Fireball
On the 'enter cheats' screen, enter the code: GRTBLSFDST

Paper Players
On the 'enter cheats' screen, enter the code: PRPPAPLYR

BUCK BUMBLE

All weapons
On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left, Left.

Access all missions

On the title screen, hold Z and press Right, Down, Down, Right then release Z and press Right, Up, Down, Left, Left, Up, Right, Right.

BOMBERMAN HERO

Achieve a five rating on every stage up to and including Garaden Star for:

Slider Race
(Available on the options screen.)

Gossick World
Collect all 24 of the other Dimension Bombs for access.

Golden Bomber
Finish the hidden Gossick world to get another play mode on the options screen.

Princes Millian's Treasure Hunt
Finish Gossick World to get a third play mode mode on the options screen.

BODY HARVEST
For the following cheats which will make battling aliens easier, enter ICHEAT as your name and these cheats during gameplay...

Weapon Power Up
A, Right, C Down, C Right, C Up, A, Left.

Serious Firepower
C Down, C Up, Up, Z, Z, Left, C Right.

Surreal Graphics
C Down, Up, Right, Right, C Right, A, Left.

Smart Bomb
A, C Up, C Up, Up, Left.

Refill Health/Fuel
Down, Up, Right, A, B, Left, C Right.

Kill Adam
B, Left, C Right, C Right, Down.

Create Mutant
C Down, Up, Z, Z, C Right, Right.

Black Adam
C Left, C Right, A, C Down, C Right, Left.

All Artifacts
Up, C Down, C Right, Z, Up, Left.

Tall Adam
B, A, C Up, A, C Up, A.

Short Adam
Down, C Left, A, Right, Z.

Fat Aliens
Left, A, Right, Down.

Weak Boss
Z, C Right, C Right, B, Left, C Right.

Dancer
Down, Up, C Up, Down, C Right, C Right.

BATTLETANX

All Gangs In Campaign Mode
Enter LTSLTSGNGS as a password

Storm Ravens Gang
Enter WMNRSMRTR for the all-women Storm Ravens Game

MSTSRRV Invincibility

LVFRVR Infinite Lives

PLVRZM All Weapons

LTSFBLLTS Infinite Ammo

CRSTLCLR Invisibility

FRGZ Frog Mode

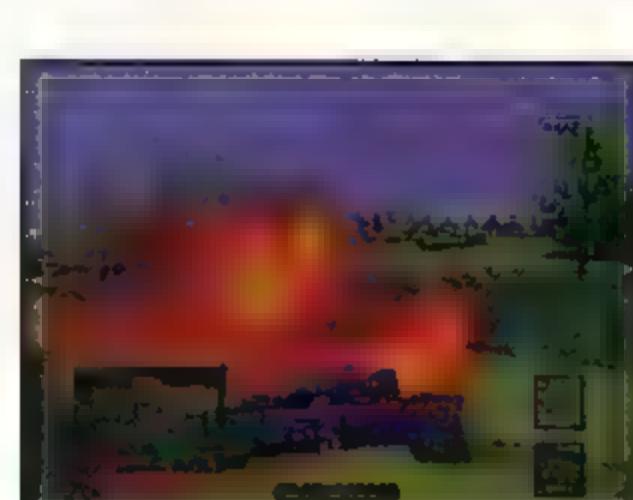
TDZ Toad Gang

CDPLT Run Story Mode

CNCTHRTM Psychedelic View

HVRL Spinning View

Suicide Hold Down all the C buttons together



CHEAT CENTRAL

64
MAGAZINE

BATTLETANX: GLOBAL ASSAULT

Custom Gangs

To get hold of the M2 Hydra tank in the multiplayer, enter TRDDYBRRRK on the password screen

Level Menu

Enter WRDRB on the password screen and you'll be able to select the level that you want to play on Cheat Codes

On the Code entry screen, type in any of the following codes to get the effect that you want

RCKTSRDGLR

Unlock all weapons

WRORB

Boat Assault Bonus Level

NNKNHCKS

Unlock Brandon's Gang

TRDDYBRRRK

Unlock Custom Gang

HPPYHPPY

Invincibility

8oDYS

Access all levels

Special Power Ups

Collect 15 of most of the items in the game and then when you have someone in your sights, hit A, B and Z together to unleash a special attack. For example with the flamethrower, you will fire three flames at once. Enter these passwords on the code entry screen to unlock these new gangs:

SMSLGNG

Brandon

NSTYGR

Cassandra

BCKDR

Level Select

THRTN

Unlock All Tanx

SRTHMB

Unlock All Weapons:

BIO FREAKS

ONE HIT FATALITIES

Minatek

Move in and press:
Towards, Away, C left + C Down

Zipperhead

Towards, Away, Away + C Right
The first time you take one arm off, the second time you take the other arm, finally move in close to take off the head

Ssapo

Move in close and press:
Towards, Away, Away + C Up + C

Right

Psyclown

Move in close and press:
Towards, Away, Away + C Left + C Down

Sabotage

Towards, Away, Away + C Up
First time, you take an arm off, second time the other arm. Finally move to about three steps away and take off the head

Bullseye

Move in close and press:
Towards, Away, Away + C Up

Delta

Move in close and press:
Towards, Away, Away + C Down

Purge

Away, Towards, Towards + C Up + C

Right

Taunt

To taunt your opponent hold:
C Left and C Right

First Person Perspective

During a fight hold away on the control pad and press Start. To switch back hold Down on the control pad and press start.

CHARLIE BLAST'S TERRITORY

Enter the following passwords to be warped to that level

(H=Hearts, D=Diamonds,
C=Clubs, S=Spades, J=Jack,
Q=Queens, K=Kings, A=Ace)

DESERT ISLANDS

Desert stash

4S, 5H, 10C, QC, QC

The Gauntlet

4C, 5H, 10C, 9C, 4C

Blockout

AC, 7D, 6H, 6S, 2H

Danger Pass

6H, 2H, AS, 5H, 8H

Switchback

9D, 10D, JD, JH, QH

Gather TNT

9D, 10H, 10H, 7D, 5H

X marks the spot

AC, 7D, 8D, 5C, 8H

It's about time

6D, 4H, 9H, 6H, QC

Tres Amigos

7D, 10H, AH, 9S, 6H

ALPINE ISLANDS

It's a bomb

7D, 4S, 9D, 7H, QH

Think fast

6D, 4D, 9C, 8C, 4C

Chain reaction

5S, 9S, JH, 6C, 4C

Switchbacks

2H, 3D, 9D, 3D, 2C

Big bang

4C, 5H, QS, 4C, BC

Long haul

6D, JS, 2H, AD, 6H

Run like crazy

6H, 2H, QC, 7S, 3H

Tix-Tacs-oh No!

6C, KH, 10H, AC, 3S

Bouncing Charlie

2H, 3D, 7H, 6C, 10D

Double Bounce

6D, JC, 3H, 4C, 8H

TROPICAL ISLANDS

Hot Spots

AC, JS, 3C, 7H, 9H

Oil Slick

9H, 6C, 2H, 6S, 2S

Bumpers

2H, 3D, 7C, QD, 8D

Conveyor Belts

AC, 7D, 6S, JC, 4H

First in, Last Out

AC, JC, 3D, JH, KH

Turnaround

4C, 6H, BC, QS, AD

S. Dakota Switch

2H, 4D, 6D, 4C, 6C

Double Cross

5S, 9S, 10S, QS, 9C

Decathlon

Delta

D, 4C, 8H, AC, 10C
Moving Ground

9C, AH, JH, 8D, AS

SWAMP ISLANDS

Breakaway

2H, 6S, 8D, 7H, 7D

remote Control

5S, 9S, JS, 10D, 4C

Trampoline Act

AC, JC, 3D, JC, 7H

Runaround

2S, 6S, JH, 4H, KC

Take it with you

5D, 9H, 2D, 5H, KD

Twin Cities

AC, 6S, 8S, 2C, JS

Crossover

AS, 5D, 3S, JH, AS

Cornered

9D, QD, 4C, 5C, 3H

Peninsula

9H, QH, 5S, JD, AH

Clip Shop

5S, 9C, QS, 7C, 3C

COMMAND & CONQUER

Save those pennies

If you find yourself short on cash, try these tips to stretch your funds:

To build up a healthy supply of Orca helicopters, build helipads rather than the actual choppers.

Scrap the helipad, leaving you just the Orca and saving yourself \$500.

If you need more power, forget building an advanced power plant and build two normal power plants instead.

you'll save yourself \$100 and you'll be able to keep them for longer as they will have better armour than the advanced version.

If you have no morals, send some troops into any civilian village and get them to blow up the local church. If you search the rubble afterwards you'll find \$200

Open All Missions

On the "Press Start" screen quickly press B, A, R, R, A, C Right,

Up and Down and then A. Now go to the replay mission menu and

press L to make every single variant of each mission selectable!

DIDDY KONG RACING

Obtain all the amulet pieces and the four gold trophies. Return to the central area and look for a green guy sporting some red feathers. Run him over to enable drumstick.

Play as TT

Beat him in every race on Time Trial mode. If you have done it,

he'll tell you to try the next race.

Beat all TT's times and you'll be able to play as him!

Magic Codes

Enter the codes below on the

Magic Codes screen for various effects. Once the codes have been entered, they can be turned on or off by accessing the Code List screen. Some of them will work in Adventure Mode, others will only have an effect in Tracks mode.

JOINTVENTURE

Co-operative two-player adventure mode will be activated.



CHEAT CENTRAL

Down, Land Up, Land R and Down, C Up, R and Up, Land R and Right, Land Left, Down, Land C Down.

2x Lasers

Land Right, Land R and C Left, Land Down, R and Left, R and Down, Land Right, C Up, Right, R and Right, Land R and Up.

All Guns

Down, Left, C Up, Right, Land Down, Land Left, Land Up, C Left, Left, C Down.

Level Select Codes

(You can only unlock these levels one at a time, therefore you cannot unlock a Bunker 2, for instance, unless you have unlocked Bunker 1 first. Also, locking a later level completes the tasks from the previous ones)

Facility

Land R and C Up, R and C Left, Land Left, R and C Up, Land Left, R and C Down, Land C Right, R and Right, Land R and C Up, Land Right.

Runway

Land R and Left, R and Left, Land C Up, Land Left, R and C Up, Land Left, R and C Down, R and C Right, R and Right, Land Down, R and C Left

Surface 1

R and C Left, Land R and C Up, Land Left, R and Up, R and Left, Land U, R and C Down, Land Right, Land C Right, Land R and Down.

Bunker 1

Land C Down, R and Right, Land C Right, R and C Left, Land C Down, Land R and Left, Land C Right, Land R and Up, R and C Right, Land Up.

Silo

Land up, R and C Down, Land Left, R and Down, Land C Left, Land R and C Right, Land C Up, R and Right, R and Right, R and C Right.

Frigate

R and C Up, Land Down, R and C Right, Land Left, Land R and Up, Land R and C Down, R and C Right, R and Up, Land R and C Down, R and Up.

Surface 2

Land C Down, Land R and C Right, R and C Right, R and C Up, Land Left, Land R and C Up, Land C Up, Land R and Down, Land C Right.

Bunker 2

Land Down, R and Down, Land R and C Up, Land Left, Land R and Right, Land C Left, R and Right, Land C Up, Land Left, Land C Down.

Statue

Land R and C Down, Land R and C Down, Land Right, Land R and Left, R and Left, R and C Right, Land R and Left, R and C Up, R and C Up, R and C Down, R and Right.

Archives

R and Left, Land R and Up, Land R and C Down, R and Left, Land R

and C Right, Land Left, Land R and Right, Land R and C Down, Land Up, R and C Down.

Streets

Land R and C Left, Land C Right, Land Up, Land R and C Down, R and C Right, R and C Down, Land Left, R and C Down, R and C Up, Land Down.

Depot

Land Down, Land Down, R and C Down, Land C Right, Land R and Right, R and C Right, Land Down, Land C Left, Land C Right, Land Up.

Train

R and Left, R and C Down, R and C Right, Land R and Left, Land Right, R and C Down, Land Left, Land R and C Left, Land Up, Land C Up.

Jungle

R and C Down, R and Left, Land R and Up, R and Right, R and Down, R and Up, R and C Left, R and C Up, Land R and Left

Control Centre

Land C Down, Land Down, Land Right, R and C Right, R and C Down, R and Left, R and Left, R and C Up, R and Left, Land R and C Up.

Caverns

Land Down, Land C Down, Land R and Up, Land Right, R and C Up, R and C Left, R and Up, Land C Left, Land Up, R and C Left.

Cradle

Land R and C Up, Land Left, Land Down, Land C Up, Land Down, R and Right, R and C Up, Land C Left, R and Right.

Cheat Menu codes:

enter on the cheat menu screen:

Paintball Mode

Land Up, C Up, R and Right, Land R and C Left, Land Up, R and C Down, Land C Down, Land R and C Down, Land R and Up, Land C Down

Invisible Bond

Land R and C Left, Land R and C Down, Land C Left, R and C Left, R and Right, Land R and Left, Land Right, Left, Land R and C Left, Land Down.

Timy Bond

Land R and Down, Land Down, Land C Down, Left, R and C Left, Land R and C Down, Right, Down, R and C Down, R and Right.

Enemy Rockets

Land R and C Down, C Left, R and C Down, C Down, C Down, LK and R and C Down, Land R and Up, C Down, R and Up, Land Up.

Invincibility

R and Left, Land Down, Left, Up, Down, R and C Left, Land C Left, Land R and Left, Land R and Right, Land C Left.

DK mode

Land R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, Land R and C Down, Land R and

Down, Land R and C Left.

2x Granade Launcher

R and Down, R and Up, Right, Land R and C Down, Land Right, R and Left, Left, Down, Up, R and C Down

2x Rocket Launcher

R and Right, Land Up, Down, Down, R and C Down, Land Left, Land C Left, R and Up, R and Down, R and C Left

Turbo Mode

Land Down, Land C Down, Land R and Up, R and C Down, Left, R and Down, Land C Down, Up, R and Down, Land Right

Throwing Knives

R and C Left, Land Left, Up, Land R and Right, Right, Land R and C Left, Land R and C Left, R and Down, R and Left, R and C Left

Silver PP7

Land Left, Land R and Up, Land Right, Land R and Up, Land R and C Left, Land R and Left, Land R and Down, Land C Down, Land R and Right, Land R and Left

2x Hunting knives

R and C Down, Land Right, R and C Left, R and Right, Land R and Right, Land R and Up, Land Down, R and Left, Land Right, Land C Left

Infinite Ammo

Land C Left, Land R and Right, C Right, C Left, R and Left, Land C Down, Land R and Left, Land R and C Down, Land Up, C Right

2x RCP90

Up, Right, Land Left, R and Down, Land Up, Land C Left, Land Left, C Right, C Up, Land R and Down

Gold PP7

Land R and Right, Land R and Down, Land Up, Land R and Down, C Up, R and Up, Land R and Right, Land Left, Down, Land C Down

2x Lasers

Land Right, Land R and C Left, Land Down, R and Left, Land Right, C Up, Right, R and Right, Land R and Up

All Guns

Down, Left, C Up, Right, Land Down, Land Left, Land Up, C Left, Left, C Down

INTERNATIONAL SUPERSTAR SOCCER '98

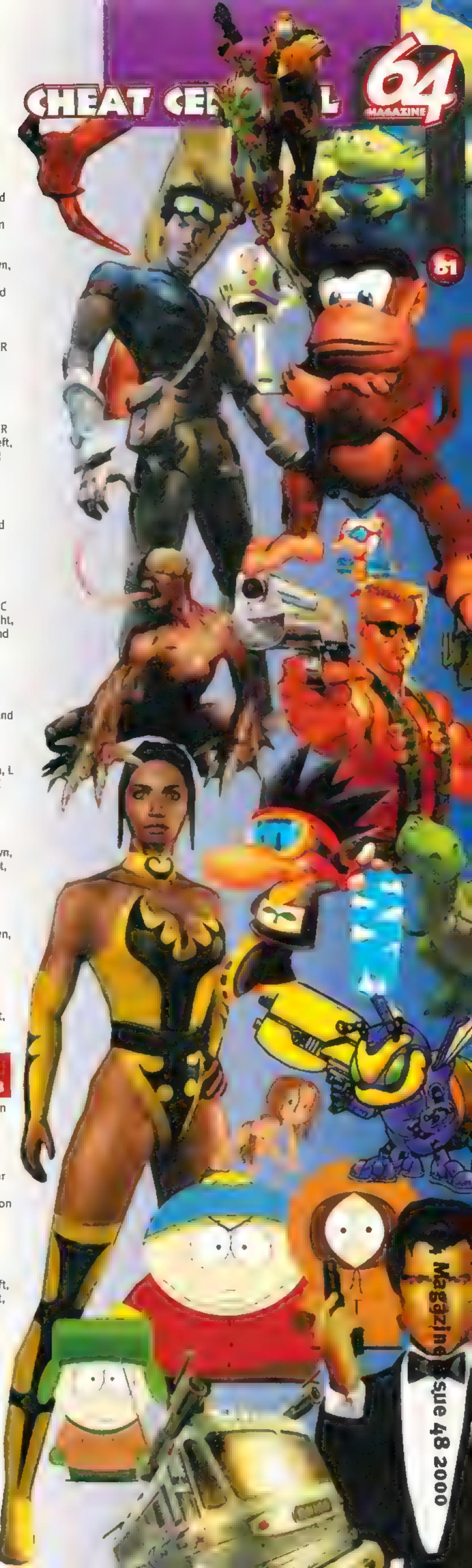
Make sure you stay on the ball in the prequel to *ISS 2000*, with these cheats.

Extra Heads!

To unlock some bizarre heads for use in the Create A Player mode complete the International Cup on difficulty level 4. These include clowns and aliens!

Extra Players

When 'Press Start' comes up on the title screen quickly press Left, C Left, Right, C Right, Left, C Left, Right, C Right, Down, C Down,



Down, C Down, Up, C Up, Up, C Up, B and then A. Next hold down the Z button and press Start.

Play Dirty

When a player is tackled you can hold down all of the C Buttons to do a fake dive! Be warned though if the referee cottons on to this he will book you instead of your opponent.

Unlock Bonus Teams

When 'Press Start' comes up on the title screen quickly press Up, C Up, Up, C Up, Down, C Down, Down, C Down, Left, C Left, Right, C Right, Left, C Left, Right, C Right, B and then A. Next hold down the Z button and press Start.

MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win the race every time, choose Kingroader and adjust the aerodynamics so that the maximum speed is 205kph. You'll hardly ever skid (even on snow), which will allow you to out-pace even cars that should be much faster than you!

Hidden Route

The Downtown track has a hidden route which can massively reduce your time. At the top of the hill that leads to the waterfall, there is a tree. Simply drive through the tree to easy street.

MISCHIEF MAKERS

Infinite Red Rubies

Go to level 3-8 and grab the first enemy that you see. Give him a good shake and he will drop 30 rubies that you can collect. Now pause and exit the level then re-enter it and repeat the process to get as many rubies as you can carry.

Extra Stages

Collect all 52 Gold Gems in the game and watch the whole ending through. Watch the credits after this and check out the surprise ending after them—once this is over, you can press R on the level select screen to get 12 more levels.

MACE: THE DARK AGE

To play Two Player Practice Mode

Highlight practice on the menu screen and press start simultaneously on both controllers. Select the desired characters, and then knock each other about for as long as you like.

Fight as Gar Gunderson, The War Mech or Ichiro

When the first game screen appears after you turn the power on appears, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.

Select Start Stage

Highlight the desired fighter on the character screen and press the start button four times to compete

on their home stage and then select the character you want to fight and begin.

Bonus Stage

Highlight each of the characters listed in order and press start every time, then select the character you want.

Fight as Pojo

The Chicken

Successfully perform Taria's execution. Then begin another match and highlight Taria, hold the start button down on the selection screen and Pojo will appear. Without releasing start, press a Quick button to select Pojo. If you're in two-player select mode, they can do the same thing and it'll be Pojo against Pojo.

Fight as Grendal

Win three times in two player mode, then on the select screen for the fourth match, highlight the Executioner, hold start and Grendal appears. Don't release start, and press Quick to select Grendal.

Fight As Ned the Janitor

On the character selection screen, press Start on each of the following characters in turn; Koyasha, Executioner, Lord Deimos then move along to Xios Long and press Quick to play as a janitor.

Head Swap

On the character selection screen, press start on each of the following characters in turn; Al-Rashid, Takeeshi, Mordos Kull, Kios Long, Namira.

Pink Slippers

On the character selection screen, press start on each of the following characters in turn; Ragnar, Dregan, Koyasha. When you choose a fighter, he or she will engage in combat wearing fuzzy pink slippers! Chop your opponents to bits with these new characters and cheats.

Different Costumes

To change the colour of your fighters costume hold down any one of the C Buttons whilst selecting the fighter and then press Evade followed by A or B.

Cheat Codes

To turn on the desired cheat position your cursor over each of the following characters on the select screen and press Start on each one:

Big Head

Ragnar, Al Rashid, Takeshi

Random Opponent

Hell Knight, Xiao Long, Dregan, Namira

Tiny Players

Takeshi, Al Rashid, Ragnar, Xiao Long

Speed Mode

Ichiro, Xiao Long, Koyasha

Hidden Battle Stages

To fight on a particular characters battle stage choose a character and press Start on them four times

before selecting them. To play on a hidden stage position your cursor over each of the following characters on the select screen and press Start on each one:

Miniature Golf

Koyasha, Mordos Kull, Takeshi

San Francisco Rush

Xiao Long, Al Rashid, Koyasha

Hidden Characters

To play as a hidden character position your cursor over each of the following characters on the select screen and press Start on each one:

Ned Long

Koyasha, Executioner, Lord Deimos, Xiao Long

Machu Pichu

Namira, Koyasha, Taria

MORTAL KOMBAT TRILOGY

Random characters

On the character selection screen, put the cursor over Noob Saibot and press up and Start simultaneously for a complete random selection.

Choose Battle Arena

On the character select screen, if you highlight Sonya and press Up and Start, an earthquake will occur. You will then be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Khan's Tower, press and hold the analogue stick left and then press Left and C Up before the match begins. Your fighter should explode and Marato should replace him.

Play as Shao Khan

On the rooftop or Pit 3, press down on the analogue stick and press A and B before the start of the bout. Shao Khan will appear.

Play as Kameleon

On the Star Bridge stage when the annoying gong appears in the bottom corner of the screen and squeals "Toasty", press Down and Start before he vanishes. You'll then have the opportunity to battle as Kameleon!

Fight As Human Smoke

Choose Cyber Ninja Smoke as a character. Then hold Left + HP + HK + Run + Block before the fight screen appears or in between rounds.

Unlimited Credits

During the story screen press, Down, Down, Up, Up, Right, Right, Left, Left. A sound will confirm that the code has worked. After the next match is lost, the words 'freestyle' will appear in the remaining credits window.

Extra Options

During the Kombat mode select screen press Up and Start. Now new option to disable timer, blood, aggressor and combos will appear.

Bonus G alaga-Type Game

If you persevere and fight 100 two player matches consecutively, a game called the Land Of Realm will begin.

Bonus Pong Game

If you fight 50 two player games consecutively, a bonus game of Pong will start running.

Bonus Space Invaders-Type Game

Press Z when an object appears over the moon on the Pit stage of a two player match. The sound of a bell will confirm that the code has worked. The winner of that round will get to play Space Invaders

Enable Both Red and Blue ?

Menus

During the story screen press HK, LK, Run, LP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now both menus will be available.

MORTAL KOMBAT

Fight As Meat

Choose Group Mode and win as all 16 characters

Cheat Option

Highlight continue on the options screen and the hold Run and Block until the cheat option appears.

Fight As Goro

Select the Hidden icon on the character selection screen. Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.

Fight as Noob Saibot

Select the hidden icon on the character selection screen. Press Up, Up, highlight Reiko's icon and press Run and then Block.

Alternate Costumes

Rotate the select screen pictures twice in order to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.

Kombat Modes

Input the following codes on the Two player Vs screen where the characters pictures are facing each other. There are two three digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two. The number indicate how many times you must press Low Punch, Block and Low kick respectively:

001 001	Unlimited Run
002 002	Weapon Kombat
010 010	Disable maximum damage
012 012	Noob Saibot
020 020	Red Rain
050 050	Explosive Kombat
100 100	Throwing Disabled

110 110

Maximum damage and disabled throws

111 111

Free weapon

123 123

No Power

222 222

Random weapons

321 321

Big head mode

333 333

Random kombat

444 444

Armed & dangerous

555 555

Many weapons

666 666

Silent kombat

MICRO MACHINES 64

All codes are entered by pausing the game and inputting the code before racing as normal. A beep will confirm the cheat. Re-enter cheat to turn it off.

Behind Car View

Left, Right, C Left, C Right, Left, Right, C Left, C Right

Big Bounces

C Left, Right, Right, Down, Up, Down, Left, Down, Down

Double Speed

C Left, C Down, C Right, C Left, C Up, C Down, C Down, C Down

Slow CPU cars

C Right, C Up, C Left, C Down, C Right, C Up, C Left, C Down

Transform Car

Down, Down, Up, Up, Right, Right, Left, Left

Debug Mode

C Left, Up, Down, Down, C Left, C Right, C Right, C Up, C Down Once you've entered this code, press one of the following combinations to get the right response. A beep will confirm this. Hold Z and press C Down- Quit race and win (doesn't work in time trial). Hold Z and press Up, Down, Left and Right- Change camera angle. Hold Z and press L or R- Change camera zoom Hold Z and press C Left- Turn player into computer drone.

MISSION: IMPOSSIBLE

After these codes have been accepted you will hear the words "Ah, that's better." (all entered on mission select screen)

Silenced Weapon

C Up, L, C Right, C Left, C Down

Infinite Ammo

C Up, Z, C Left, Z, C Left

Invulnerability

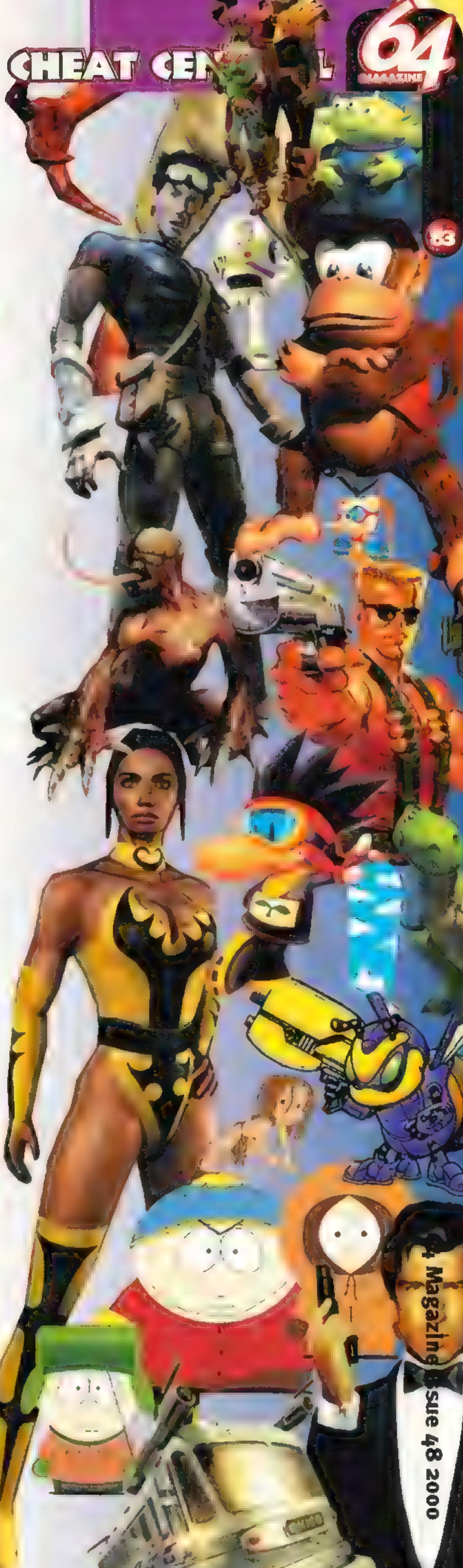
R, Z, C Down, R, R

Rocket Launcher

C Up, L, C Left, C Right, C Down

Turbo Mode

CHEAT CENTRAL



MARIO PARTY

Easy Money and Stars

To keep all the money and stars collected by any computer opponents on boards beyond the warp pipe, simply pause the game and enter the options screen. Now change all the computer players to human opponents - you must have enough controllers plugged in - on the final turn of the board, when the scores are added up, you'll receive all their winning as well as your own.

Bumper Ball Maze 1

Beat Toad in the final "Slot Car derby 2" on mini game island. You can play Bumper Ball Maze 1 in the mini game house.

Bumper Ball Maze 2

Clear all 50 mini games on mini island to access Maze 2.

Bumper Ball Maze 3

Set a new record on both Bumper Ball Maze 1 and 2 to open the third course.

BOWSER'S MAGMA Mountain

Stage

Successfully complete the first six stages and collect 1000 coins and you can buy the key to Magma Mountain from the shop.

Eternal Star Stage

Get 100 stars on the Magma Mountain stage and a special event will appear followed by the Eternal Star stage.

Special Items In shop

Complete the Eternal Star stage and after the end sequence will appear special items will be available in the shops.

MARIO GOLF

Left Handed Golfer

To change your character to a left handed player, Hold down the L button as you select them on the character select screen.

Change Character Costumes

Press any of the C buttons when choosing your character and you'll get some new gear.

Koopa Park Golf Course

To access this course enter QTM5MV4H on the password entry screen.

Secret Characters

Complete the following criteria to open each of these secret characters:

Luigi

Beat him with any character in computer Vs mode.

Yoshi

Beat him with any character once you've got Luigi.

Sunny

Beat him with any character once you've got Yoshi.

Wario

Beat him with any character once you've got Sunny.

Harry

Beat him with any character once you've got Wario.

Mario

Beat him with any character once you've got Harry.

Mable

Get 50 coins in tournament mode.

Donkey Kong

Get 30 stars in Ring Shot Mode.

Bowser

Beat him with any character once you've got Mario.

Tee off and make sure you get the perfect score with these handy cheats.

Cheat Menu

To gain access to the cheat menu highlight the 'Clubhouse' option on the main menu and hold Z and R and then press A. Now enter the following codes to open up the desired courses:

0EQ561G2

Camp Hyrule Cup 1

5VW68906

Camp Hyrule Cup 2

KPXWN9N3

Nintendo Power Tournament

FJQ49LJA

Nintendo Power Summer Scramble

Faster Animation

To speed up the time it takes to play a game try holding down the Z button. This makes the ball ten times faster and cuts down on the time it takes to play a game.

Hole Replay

If you make a mistake mid-hole simply save the game and exit. Then when you restart the game you restart the hole from scratch.

Distract Other Players

To shout praise and insults at your opponents push the D Pad in any direction. Each direction with each of the characters triggers a different sound.

Hidden Course

To play on the hidden Mario Star course you need to get 2200 points after unlocking all of the other courses.

Hidden Characters

To play as any of these hidden characters simply complete the required tasks:

Metal Mario

Get 108 birdie badges in tournament mode

Sonic

Beat him in 'Get Character' mode

Maple

Get 50 birdie badges in tournament mode

NHL BREAKAWAY '98

Cheat Menu

Go to the main menu and press C Left, C Right, C Left, C Right, R, R.

Player Inspection

On the player creation screen, you can view your player by pressing C

Up, C Down, C Left, C Right.

Remove Opposing Goalie

Press start during play select game options menu which is followed by the game settings menu. Select the controller set up option and move your controller across so that you're controlling the other team. Select the pull goalie option and move your controller set up again to switch back and resume the game.

NUCLEAR STRIKE

If the guide isn't enough to help you save the world, you could always try cheating instead!

Cheat Codes

Enter any or all of the passwords to beef up your chances:

PCPNL

Increased armour

CPPLM

Invincibility

OFF ROAD CHALLENGE

Four extra trucks
(All cheats are accessed on vehicle selection screen)

Punisher Truck

Tap C Down

4x4 Monster Truck

Tap C Up

Thunderbolt Truck

Tap C Left

Crusher Truck

Tap C Right

El Cajon Track

To play this stage go to the level select menu and press both the L and R buttons together and hold Up on the control pad. A drill sound will confirm if the cheat has worked. Then highlight the El Paso stage and hold the Z button and press A.

Flagstaff Track

Go to the level selection screen, hold L then press right on the D pad.

A drill sound will confirm the cheat. Highlight MOJAVE and hold down the Z and press A.

Guatalupe Track

Go to the level selection screen, press the R button and hold Down on the control pad. A drill sound will confirm the cheat. Then highlight the VEGAS stage hold down Z and press A.

Quick Start

To get a boost at the start of the race hit the gas as the announcer says "Go!"

OGRE BATTLE 64

Music test

Start a new game and enter the case-sensitive name MUSIC_ON

Delete saved game files

Start a new game and enter the case-sensitive name DEL_DATA.



PERFECT DARK

Get every single gold medal on the firing range at the Carrington Institute to unlock eight classic *Goldeneye*-style weapons. Including the PP9, K101313 & RC-P90.

POKÉMON PUZZLE LEAGUE**Badges**

To collect the following badges you must defeat the following characters:

Brock
Boulder Badge

Misty
Cascade Badge
Lt. Surge
Thunder Badge

Koga
Sould Badge

Erika
Rainbow Badge

Sabrina
Marsh Badge

Blaine
Volcano Badge

Giovanni
Earth Badge

Medals

Defeat these characters to collect the Elite medals.

Ritchie
Lorelei
Bruno

Very Hard (V-Hard) Difficulty Setting
Select the game as normal and then in the first game setting screen hold Z and tap L, L, A and B

S-Hard Difficulty Setting
To make things a little more interesting for you simply hold Z and press R, L, A, B on the difficulty setting screen to make things Super Hard! Alternatively, if you want to play properly complete the Spa Service game to achieve V-Hard. Complete V-Hard to open up the S-Hard setting and if this is completed then you will gain access to the Mewtwo levels!

Mewtwo

If all that seems like a waste of your time (lazy lot) then on the Trainer Selection Screen hold Z and press B, Up, L, B, A, Start, A, Up, R. The level should then start.

Speed Marathon

On the title screen hold Z and press B, A, L, L and go on to the Marathon where you can push the speed right up to 99!

Unlock All Trainers

Firstly, you might need a bit of help to get this one done, but on the Trainer Selection screen simultaneously hold L and R and Z on both controllers and all those

trainers marked by a ? will be revealed.

Jigglypuff

To make this little fella sing, simply execute a chain or a combo, the bigger the effort the longer it'll sing!

Trainers and Their Pokémons!**Ash**

Pikachu
Squirtle
Bulbasaur

Gary

Nidoran
Growlithe
Krabby

Brock

Geodude
Vulpix
Zubat

Misty

Horsea
Psyduck
Staryu

Lt. Surge

Raichu
Jolteon
Magneton

Erika

Tangela
Weepinbell
Gloom

Koga

Venomoth
Voltorb
Golbat

Sabrina

Abro
Hypno
Alakazam

Team Rocket

Weezing
Arbok
Golbat

Giovanni

Persian
Sandslash
Nidoking

Ritchie

Sparky (Pikachu)
Zippo (Charmander)
Happy (Butterfree)

Lorelei

Cloyster
Poliwirl
Dewgong

Bruno

Onix
Hitmonchan
Primeape

Tracey

Marill
Venomat
Scyther

Blaine

Arcanine
Charmeleon
Magmar

PUYO PUYO SUN 64**Elephant Mode**

Highlight elephant and hold down start for three seconds on the character select screen.

Play As Satan

Highlight Shezo and hold Start for three seconds.

Random Character Selection

On the character selection screen highlight Rulue and hold Start for three seconds.

Play as Carbuncle

On the character select screen highlight Arte and hold Start for three seconds.

Select Opponent's Character

On the select screen in two player mode, highlight Doraco and hold Start for three seconds. This one and two player selectors will now switch.

QUAKE**Debug Mode**

This cheat gives you access to level warp, weapons and God mode. On the password screen type:
QQQQ QQQQ QQQQ QQQQ. You will receive a message saying "invalid password". Now return to the menu and you will have special access to the debug menu at the top of the screen.

QUAKE**ONE PLAYER PASSWORDS**

Central Complex
6JBB NVJB BSBR XBF5
Intelligence Centre
1KLS ?VDH B8BT FLXM
Communication Centre
ZKLT QN7G 90B? YCH6
Orbital Defence
VK3K 1MBG T8B7 DCBK
Docking station
WK3C CW3B 99BB XBGH
Strogg Fighter
TK7F BDGT FCJP YF6G
Cargo Bay
ST6T 7MXR 9V10 JVR9
Zaxite Mines
R?8R DPDL 6HJX 9VG6
Storage Facility
Q8?H GNVC PF1L ?BPC
Organic Storage
P64Y Q6RS T71K ?LW8
Processing Centre
N4R3 7T82 VWQW ZG?V
Geothermal Station
MGO4 9QMG Y40V LQKY
Detention Centre
L689 GR4B 70VB JMGW
Research Lab
K6?Y X766 T6ZK 994R
Bio Waste Treatment
J674 7SLM YR72 QDSB
Access conduits
H6?W 39XL P4Z1 7XBC
Descent to the core
G46V MQZ2 V6FK NKgW
Command Core
F46V RQZ2 VYSH SK7N
Secret Level: Twist
FBBC VBBB F8BC VBF7
MULTILEVEL PASSWORDS

Change Level Colours

S3TC oolC oLoR S???
Infinite Ammunition
S3TL NF1N 1T3S HOTS
Low Gravity
S3TL oWRG V1TY

Normal Level:

BCBBLBT|BB

Insane Level:

BFBBCBT|BB

Level select

Down, Up, C Left, Down, C Left, C Right, Down, C Right

Speed Up

During the game: Left, Left, Right, Right, C Up

Shield

During the game: Down, Left, C Left, C Right

Flame Thrower

During the game: Down, Right, Down, Right, C Right

Gas Gun

During the game: Up, Down, C Right, C Left

Four Way Fire

During the game: Down, Down Up, C Right

Three Way Fire

During the game: Right, Right, C Left, C Down

50 Lives

Up, Up, Down, Down, left, Right, Left, Right, C Left, C Right, C Left, C Right

Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down

Two way Fire

During the Game: Up, C Up, Up, C Up

ACCESS FINAL LEVEL

Enter BJTCNGLFCR as a password to get the end.

LEVEL PASSWORDS

90:	CSSRQQHLLRH
98:	DGQDQQQLLHJ
99:	DNKFQGQLLJJ
100:	DDJGQGJLLJ
101:	DLRHQQDLMJ
102:	DBBQLQDLNS
103:	DMNJJQGFLPS
104:	DNTJQLCLQJ
105:	DGBKQLCLQJ

RE-VOLT

Make sure your batteries never run out with this batch of cheats.

Unlock All Tracks

To unlock all of the tracks either finish the game's time trial mode or simply enter your name as CARNIVAL.

Unlock Hidden Cars

To unlock additional cars you can complete each circuit in first place or – far more easily – enter B, A, Z, Z, B, L, A, C Up on the title screen.

ROBOTRON 64

All codes to be entered on game set up menu screen.

Following passwords start game with 110 lives
Easy Level: BSBBBBBT|BB

READY 2 RUMBLE BOXING**Unlock classes and boxers**

Enter these codes in the championship mode to unlock the relevant class boxers.

BRONZE

Bronze class

SILVER

Silver class

GOLD

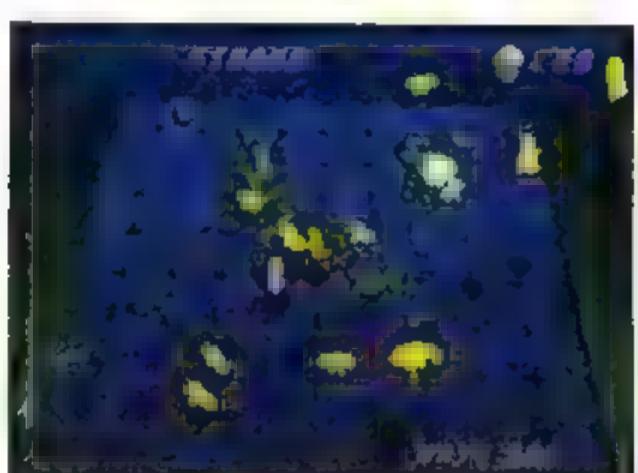
Gold Class

CHAMP

Championship Class/All boxers

Cheap Nutrition

When bulking up your boxer in the training mode, highlight rumble aerobics then quickly press left





CHEAT CENTRE

followed by followed by the A button. If done correctly you'll get the expensive Mass Nutrition for just \$500!

Rumble Flurry

During the fight power up your rumble meter by landing solid punches and then hit A and B together to enter rumble mode. Now tap C Right and C Down at the same time to do a mad flurry of punches.

ROAD RASH 64

Alternate Colours

Press up or down at the bike selection screen to change rider and bike colours.

Play As Cop

At the main menu screen, press Z, C Left, C Down, C Left, Z, L, R, C Down to unlock the cop.

Faster Bikes

At the main menu screen, press C Up, C Left, C Left, C Right, L, R, C Down, Z to unlock the two fastest bikes.

Female Biker

At the main menu screen, press C Right, C Left, Z, L, R and C Up to unlock the female biker.

Harder Races

On the main menu screen, press C Up, C Left, C Left, C Right, L, R, Down and Z.

RUSH 2: EXTREME RACING USA

Cheat Menu

Hold Down C Up, C Down, C Left, C Right, L, R and Z buttons at the same time while on the set up screen to access the cheat menu.

Resurrect in place

Hold down Z + C Left and press C Right. Release them and hold down Z + C Right and press C Left.

Levitation

Hold down L, R and Z and tap all the C buttons four times.

Tyre Scaling

Hold down Z and C Left and press C Right. Release them and hold down Z and C Right and press C Left.

Auto Abort

C Up, C Up, C Up, C Up

Invisible Tracks

Hold down L, R and Z and tap all the C buttons seven times.

Invisible Car

Hold down L, R and Z and tap all the C buttons eight times.

Fog Colour

Hold down L, R and Z and tap all the C buttons three times.

Frame Scale

Hold down Z and C Down and press C Up. Release them and hold Z and C Up and press C Down.

Massive Mass

Hold down L and R and press C Up, C down, C Left and C Right

Killer Rats

Hold down L and R and press Z four times.

Suicide Mode

Hold down L, R and Z and tap all the C buttons four times.

Super Tires

Hold down L, R and Z and tap all the C buttons six times.

Gravity

Hold down L, R and Z and tap all the C buttons five times.

Limousine

Press Up, Down, Left, Right, Z, Z, C Up and C down on the car selection screen.

Taxi

Pick up six of the golden keys on any track and the taxi is yours.

Formula One

Collecting nine keys on any tracks get you a very fast new car!

Prototype Car

Collect all 12 keys from any track.

Rocket car and Midway track

Complete the whole circuit mode and get a final position of first place overall to unlock the rocket car and a hidden track based on the inside of Midway's own development studio.

Mountain Dew Dragster

Find all four Mountain Dew cans on any level.

New York Cabs

R, L, Z, C Up, C Down, C Up
Switch control directions

Move the cursor over to the mirror selection while on the track select screen. Hold down C Left, C Right, C Up, C Down and then push Left or Right whilst holding down the C Buttons in order to access the extreme option.

In the cheat menu

Line up the cursor with the cheat that you want to access then press the following codes:

Burning wreak

Hold Up and Press Z four times.

Cone Mines

Hold Z and press L and R four times.

RAMPAGE 2: UNIVERSAL TOUR

they move. It won't last wrong however! Each character has an allergy. When you eat an item that you are allergic to they will sneeze and blow down the building you are climbing.

Ralph Cats

Lizzie Birds

George Dogs

HIDDEN CITIES

On the next city screen tap the following buttons

Ralph Kick

Lizzie Punch

George Jump

RAMPAGE 2: UNIVERSAL TOUR

Passcodes

NOT3T Opens all characters

BVGYY Opens cheat menu in options

B4G4L Play as mystery alien

SM14N Play as George

S4VRS Play as Lizzy

LVPVS Play as Ralph

SRY3D Play as Nubus

RESIDENT EVIL 2

Cheat Codes

Enter these codes on the Load Game screen. You'll be returned to the main menu if the code is done correctly.

Invincibility

Down x4, Left x4, L, R x2, L, C Up, C Down.

Infinite Ammunition

Up x4, Right x4, L, R, L, R, C Right, C Left.

RUGRATS TREASURE HUNT

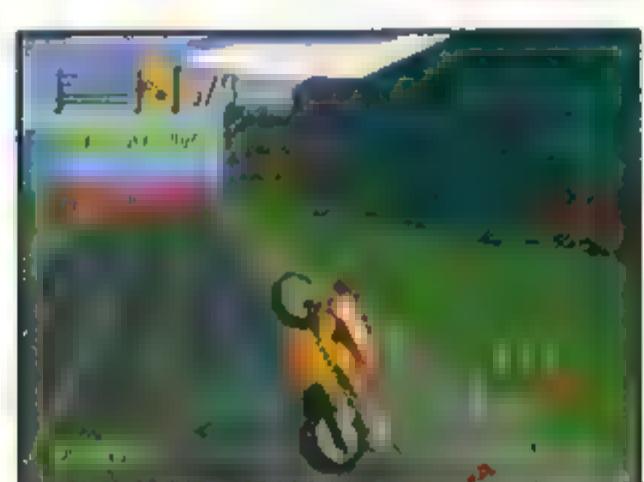
Secret level

Hold down L and R on the title screen, press A to bring up the password screen. Enter Z, A, R, L enter a secret level.

SAN FRANSICO RUSH 2049

Cheat Menu

Go to main menu and highlight the options selection. Before you select it hold L and R and Z and C Up and C Right and a cheats selection will appear at the bottom of the page. Once in the Cheats Menu you can access ALL PARTS by holding L and R and press Z. Release these buttons and press C Down, C Up, C Left and C Right and then L and R and Z. Invincibility can be used when you press C Right, L, R, R, L and then hold down C Left and C Down and press Z!



Extra Tracks

Intermediate Circuit (Also Mission Track) can be found when you come in in the top 3 positions on the Beginners Circuit. Extreme Circuit (Also Presidio Track) can be unlocked when you come in in the top 3 positions on the Intermediate Circuit. Advanced Circuit (Also Gauntlet Track) can be unlocked if you come in in the top 3 positions on the Extreme Circuit.

Disco Track

Get 100,000 points in stunt mode

Oasis Track

Get 250,000 points in stunt mode

Warehouse Track

Get 500,000 points in stunt mode

Obstacle Course

Get 1,000,000 points in stunt mode

Battle Arenas**Downtown**

Get 100 kills in battle mode

Plaza

Get 250 kills

Roadkill

Get 500 kills

Factory

Get 1000 kills

Extra Cars**Venom Car**

Collect all silver coins in stunt mode

Crusher Car

Collect 16 gold coins

Euro LX Car

Collect 24 gold coins

GX-2 Car

Collect half of the gold coins in race mode

Mini XS Car

Collect 36 gold coins

Panther Car

Collect all gold and silver coins in both race and stunt mode.

Turbo Start

For race mode with default control settings Hold L before the countdown. Release L and hold R when the countdown reaches 3. Release R and hold L when it gets to 2. Release L and hold R when the countdown hits 1. If done right, your car should get off to a flying start!

Circuit / Race **Password**

Beginner 4 WX17QQ6FDC

 XBDWCLCTYC

Beginner 5 BY17QQBHWC

 YBFLLD@CJFD

Beginner 6 WY17QQLJ8C

 WJWDGD6%C

Beginner 7 BI17QQWK%C

 BMLFLD@MD

Beginner 8 WII7QQ6LLD

 XNWFWDQ2D

Intermediate 2

XB@#T3LCGB
FWB6C2B42C

Intermediate 3

C@#T36WDLB
LBCWFBCQ3C

Intermediate 4

XC@#T36FNB
VBD6GQC%2C

Intermediate 5

CD@#T3BHQB
YBFBJLDW9C

Intermediate 6

XD@#T3LJTB
BG6K2DWQD

Intermediate 7

F@#T3WKWB
WJWL@DYMD

Intermediate 8

XF@#T36L2B
HCK6MLF6LD

Intermediate 9

CG@#t3BN4B
XLWP@FW#D

Intermediate 10

XG@#T3LP6B
MCPLRLGQVD

Extreme 2

WBBBWMCDB
KWDWQBGN2B

Extreme 3

FXBBBBYDJB
TBH6B6BTFC

Extreme 4

IXBBBB8FLB
JWLLCGCBDC

Extreme 5

FYBBBBBDHQB
8BMBD6CGIC

Extreme 6

IYBBBBBNJTB
WQ6DBD4WC

Extreme 7

FBBBBWYKWB
CCWBGQDYFC

Extreme 8

IIBBBW8L4B
JXILGzDNVC

Extreme 9

F2BBBBWDN6B
MC56GLFQXC

Extreme 10

I2BBBBWNP@B
X8BH@FWDD

Extreme 11

F3BBBBWYQBC
RC%LJLG,FD

Extreme 12

I3BBBBW8RDC
XCXKWGLDD

Extreme 13

F4BBBBWDV/C
5CD7L@GTCD

Extreme 14

4BBBBWNWNC
XHXMBHG#C

Extreme 15

F5BBBBWYXYC
?CM7M2HLTD

Extreme 16

I5BBBBW8YYC
GYMXNW,BFD

Extreme 17

F6BBBBWD24C
HDRMPGK63C

Extreme 18

I6BBBBWN3@C
NYW7PLKYWC

Extreme 19

F7BBBBWY4BD
VDYCQGLNGC

Extreme 20

I7BBBBW85JD
XY3MQ6LN3C

SHADOWGATE 64

Finish the third tower trial easily. When you reach the inner chamber in the second tower, collect the blue ring and the red ring. Upon reaching the third tower when all the controls are reversed, wear the blue ring to revert to normal and walk through the maze as if it was a normal area.

SCARF

Enter these codes on the option menu

LGSSSX Crystal cup

CRKKYY Diamond cup

DZPKKK Zenith cup

PXPRTS Master mode, compete with all hidden cars

SDSSRT Scorpion car

TRTLL Cobra car

WLLVDD All codes

On player select screen do the following to open everything up. Left, Up, Right, Down, Z, R, Down, Left, Up, Right

STARCRAFT 64

Some brand new cheats to help keep your head above the stars – may the force be with you.

Cheat Menu

To access all of the cheats from the cheat menu off the options screen you first need to complete set tasks within the game:
All research

1080° SNOWBOARDING**Dragon Cave**

Select Match Race and finish all courses in hard mode.

Penguin Snowboard

Perform all 24 tricks in training mode then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down and press A.

Transparent Boarder

Complete Expert mode, then select Akari Hayami hold C Left and press A on her statistics screen.

Gold Boarder

enable the Transparent Boarder and finish Expert mode, then select Kensuke Kimachi, hold C Up and press A on his statistics screen.

Panda

Come first in all time attack and trick attack modes. Select Rob,

hold C Right and press A on his statistics screen.

Deadly Fall

Select deathmatch, and finish all courses in expert mode.

SUPERCROSS 2000**Freestyle Trick List**

Hold down C Down in mid air and move the analogue stick in the following directions to pull off the required stunt. All 17 tricks in a round will get you 1000pts!

No hander

Up

No Footer

Down

Nac Nac

Left

Pancake Whip

Right

Rear fender grab

Up, Down

Vertical fender grab

Down, Up

Slide heel click

Right, Left

Banzai

Left, Right

Superman

Left, Down, Right

Bar Hop

Up, Left, Up

Saran wrap

Up, Right, Down

Cliffhanger

Right, Down, Left

Heel click

Down, Left, Up

Nothing

Right, Up, Left

Cordove

Left, Up, Right

Can Can

Down, Right, Up

Superman fender grab

Up, Left, Down

No riders

when selecting an event tap the C up button to bring up a code screen and enter NOR1D3RS to make everyone invisible.

Sheep racing

Bring up a code entry box again and then enter MUTTON as a code to race with sheep.

SUPER SMASH BROTHERS**Change costumes**

Press any of the C Buttons whilst your on the character selection screen

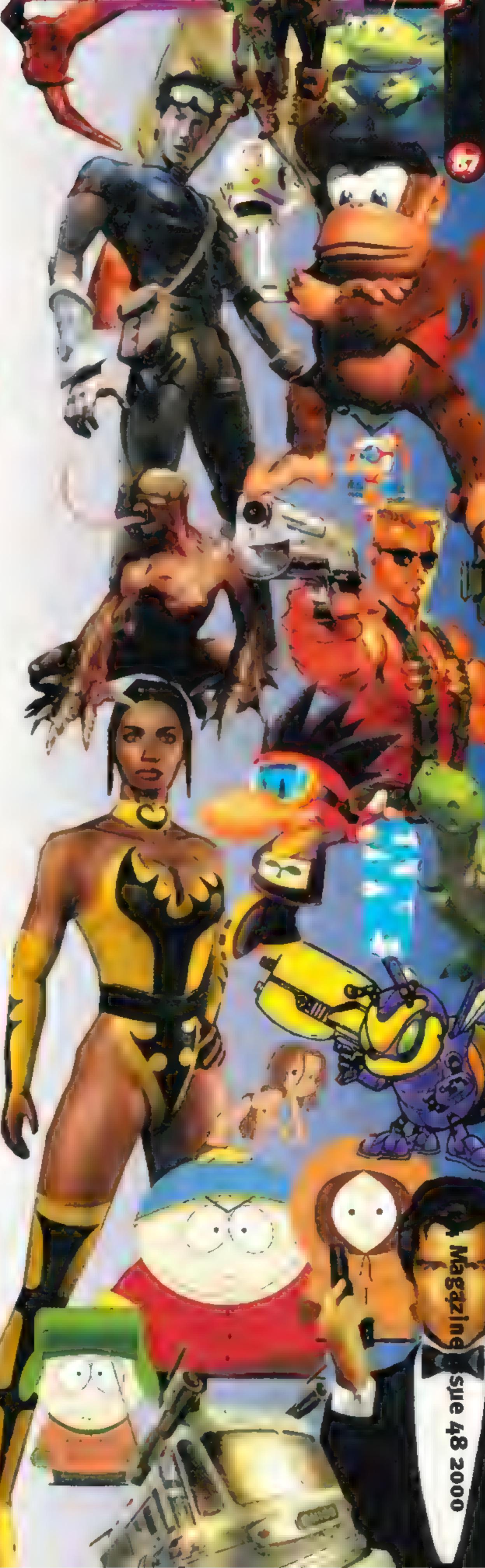
Play in the Mushroom Kingdom

Complete the game with all eight characters

Play as Captain Falcon

Complete the game in less than 20 minutes and then beat the captain in the one on one battle that follows.

CHEAT CENTER



SOUTH PARK RALLY

Hidden Characters
Complete these tasks

Mr Garrison
Finish Rally Days 2 race

Mr Mackey
Finish Spring Cleaning race

Big Gay Al
Finish Pink Lemonade race

Mephisto
Finish 4th July race

Grandpa
Finish Halloween race

Jesus
Finish Christmas race

Satan
Finish New Years Day race

Ned
Finish 4th July race with Kyle

Damien
Finish Halloween race with Kenny

Visitor
Collect two pot pies in Memorial Day race

Ike
Collect the item on the plane wing in the Memorial Day race

Terrence/Phillip
Collect 4 Gold Cows on the Christmas Day Race

STAR WARS RACER

To enter the following codes, select a position marked 'empty' in tournament mode. When you reach the name entry screen, hold down Z and enter the letters of the code by using the L button to select each letter. Finally, select End and press L again before entering your name as normal. Enter all codes on the name entry screen.

Dual Control
Enter RRDUAL to race using two controllers. To do this, plug your controllers into ports 1 and 3 and use them to control the two separate engines.

Mirror Mode
RRTHEBEAST then enter the cheat menu to turn on the mirror option.

Debug Menu
RRDEBUG to access the debug option.

Invincibility
RRJABBA. Begin the game and when you reach the track, press Start to pause and press Left, Down, Right and Up on the D-pad to bring up the cheat menu. You now make yourself invincible to crashes only.

Play as Cy Yunga RRCYYUN

Turbo Start

As the amber light and the number one are about to disappear, the accelerator for a boost.

Have Six Pit Droids

RRPITDROID. Visit Watto's shop and press Up, Down, Left, Right, Right, Up

Play as Jinn Reeso RRJINNRE

Taunt Your Opponent

Hold Z as you press A to start the race.

Open All Cheats

Go to an empty spot in the tournament mode and open the debug menu. Using the same method of holding Z and pressing L to select the letters, enter the code

RRTANGENTABACUS before selecting End with the L button. Start any race, pause the game and press Up, Left, Down, Right on the D-pad to access the cheat menu. All cheats are then open, including the edit pod stats menu allowing you to change your pod without buying parts.

DIRECTOR
Millennium Falcon
FARMBOY

Music Test
MAESTRO

All power ups

TOUGHGUY

Open all levels
DEADDACK

Bearded man on screen
HARDROCK

Change V-Wing Into Flying
Cadillac
KOELSCH

SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on medium level. Start a new save slot on your controller pak and call it '_Wampa_Stompa' (each '_' represents a space). The name must be written correctly, including case, with one space before Wampa and two spaces between Wampa and Stompa. When you start the game, pause it, go to the options menu and set the controller type to traditional.

View end sequence
End your name as _Credits

Play as Wampa

On the "Escape from Echo Base" Level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control the new character, push Down to give him Hamill type scars.

Play as AT-AT

In the second round of the Hoth Battle, when the scout walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-AS. Use the D-pad to attack.

Play as Stormtrooper

Repeat the code to access the wampa, but keep pushing C Right until the Stormtrooper eventually appears.

Play as the Tie Fighter

This requires you to collect all the challenge points on the medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X Wing. If you hold C Right for another five seconds, you will now be flying a Tie Fighter.

Cheats Menu

This code grants you access to a multitude of menu options.

1. As usual use a game with the player's name as '_Wampa_Stompa'.
2. Begin playing on any of the levels and then pause the game.



3. Hold down all the C buttons, Z, L, R and the D-pad Left

4. Still holding these buttons, move the analogue halfway round to the left and hold it until you here a sound.

5. Release the buttons, press them again and move the analogue stick halfway round to the right until you hear the sound again.

6. Repeat stages 3 to 5 twice more each. Pink text should appear at the top of the screen. Use L and R to change the options, some of them can be changed by pushing the control stick up and down. Press A to activate them.

SNOWBOARD KIDS

All characters, boards and courses

From the start screen enter the analogue stick Up, D-pad Down, D-pad Up, C Down Up, L, R, Z, D-pad left, C Right, analogue stick Up, B, D-pad Right, C Left.

Turbo Start

Tap A repeatedly when ready appears at the start.

Quicksand Valley

Get gold on courses 1 to 6.

Ninja Land

Get gold on silver mountain

Play as Ninja

Get gold on Ninja land

Silver Mountain

Get gold on Quicksand Valley

STAR SOLDIER

Extra options

Complete the game on the regular setting and you will get access to a level select and an option preview enemy ships.

SPACE STATION SILICON VALLEY

Alternate Introduction Sequence

Hold A or B and power on the N64 to view two different introduction sequences after the DMV man appears.

Asteroid Bonus Level

Press Down, Up, Z, L, Down, Left, Z, Down whilst at your level selection.

Gold Evo

Collect all 390 metal orbs to turn Evo gold on the last level.

World Codes

Enter these codes on the level select screen to open the desired world.

Euro Eden

Up, Down, L, Z, Down, Up, Z, Down

Arctic Kingdom

Up, Down, Z, L, Down, C Right, Z, Down

Jungle Safari

Up, Down, L, Z, Down, C Left, Z, Down

Desert adventure

Up, Down, L, Z, Down, Left, Z, Down

Control Room

Up, Down, L, Z, Down, Right, Z, Down

SUPERMAN

Level Select

Complete the first level and save the game before quitting. Go to load game and when it asks you to put in the rumble pack, hold L and B for a few seconds then press A whilst still holding the buttons. If you've done it correctly, a level select screen will appear.

Become a Car

Enter Practice mode and pick up the car near the start. Fly through all the rings around the LexCorp building and you'll end up in the car, meaning you can drive it around the city!

TARZAN

Level Select

To access all levels press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down on the main menu screen. At the very bottom of the selections screen a cheat menu will appear.

THE WORLD IS NOT ENOUGH

EXTRA MODES

Golden Gun Mode

To access this new multiplayer game where you must collect the three parts of the golden gun and then kill your enemy, simply beat the actual game on "oo Agent" difficulty in under 3:40.

To unlock the Wildfire Mode finish the City Of Walkways 2 level on "Agent" difficulty in under 3:40.

FIRE EXTINGUISHER TRICK

Here's a cunning little trick for those of you who wish to create as much damage as possible without firing off any more bullets than necessary. On the first level, Courier, you'll notice that there are fire extinguishers on the walls. If you shoot one it sprays its contents everywhere and this helps in getting rid of any enemies! If you shoot it with a high-powered gun the extinguisher actually explodes!

EXTRA MULTIPLAYER LEVELS

If you want to access these extra multiplayer games/areas then simply complete the following levels as instructed:

Air Raid Level: Complete the Masquerade level on "Agent" difficulty in under 3:15.

Castle Level: Complete the Subway level on "Agent" difficulty in under 2:15secs.

Sky Rail Level: Complete the Cold Reception level on "Secret Agent" difficulty in under 3:15.

Team King Of The Hill Level: Complete the King's Ransom level on "Agent" difficulty in under 2:20.

SECRET SKINS

If you want more than just your usual character skins to play with then try these handy hints:

Classic Skins: Complete the game under the "Secret Agent" difficulty setting to unlock Tuxedo Bond, Baron Samedi, Oddjob, and Jaws.

Contemporary Skins: Complete the game under the "Agent" difficulty setting to unlock Alec Tretyan, Wai Lin, Max Zorin, May Day, and Christmas Jones.

Suit Skins: Complete the Curious level on "Secret Agent" difficulty in under 2:00.

Civilian Skins: Complete the City Of Walkways 1 level on "Agent" difficulty in under 3:35.

Covert Skins: Complete the City Of Walkways level on "Secret Agent" difficulty in under 3:45.

Soldier Skins: Complete the Midnight Departure level on "Agent" difficulty in under 3:05.

Scientist Skins: Complete the Masquerade level on "oo Agent" difficulty in under 4:20.

TOY STORY 2

At the options screen, press Up four times, Down twice, Up twice and Down three times on the D-pad to unlock the level select option. A weird sheep noise will confirm the cheat.

TOP GEAR RALLY

Enter these cheat quickly when the Kemco screen appears after switching/or resetting the machine.

Acid mode

During Play, push C Down, Z, B, Up, Up, Right.

All Tracks

When the Kemco logo appears quickly press A, Left, Left, Right, Down Z.

Access all Cars

Enter the code and then go to Arcade mode to see the cars. A, Left, Left, C Down, A, Right, Z

Alternate Credits

On the options screen, select the credits icon and press Left, C Down, Right, Down, Z.

Helmet Car

Up, Up, Z, B, A, Left, Left on Arcade mode.

Mirror course

Mirror course are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

Mirror Cars

Complete all six seasons of the fifth year and press C Down on the car select screen to give your car a chrome paint job.

View Strip Mine

Go to the credits icon on the options menu and press Left, C Down, Right, Down and Z.

Strip Mine Course

Finish season six in first place in all races.

Change Car colours

Hold down L, R and all four C buttons on the car select screen, then move the D-pad up or down. Once you've done that you can change the car colours by holding the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

Bonus Cars

Complete the following seasons to access displayed cars:

SEASON & CAR

2 Type CE
(Toyota Celica) & Type IP
(Isuzu P)

3 Type M3
(BMW M3) & Type SP
(Toyota Supra)

4 Type NS
(Nissan Skyline) & Type RS
(Ford RS 200)

5 Type Ps
(Porsche 959)
Mirror Milk Truck and Helmet Car

TOP GEAR OVERDRIVE

Bonus Cars

Complete all six of the racing seasons to unlock three hidden cars: Weenie With Pickle, Nintendo car, Moving Nintendo Logo on wheels.

Cheat Codes

Enter these codes by going to the main menu and pressing the Z button while lining up the cursor with the relevant (where

championship is one and credits is four). Example: open the Alternate credits by lining up the cursor with Set up, Set up, championship and then versus, pressing the Z button each time.

Alternate Credits

3, 3, 1, 2

Open all cars

4, 4, 2, 4, 3, 1, 1, 1, 2

Open Season 4

2, 1, 1, 4, 3, 3, 1

Open Season 5

3, 1, 4, 2, 2, 3, 1, 2, 4, 1, 1

Open Season 6

4, 3, 2, 1, 1, 4, 1, 2, 3, 1, 4, 3, 3

TUROK

FULL CHEATS LIST

Enter the following in the cheat menu provided in the game

Gives Everything

NTHGTHDGDCRTDTRK

Show enemies

NSTHMNDNT

Quake Mode

CLLHTNMTN

Vivid colours

LLHCLRSFTHRNB

Tiny enemies

ZDNCHN

Pen and Ink mode

DLKTCR

Disco mode

SNFFRR

Gallery mode

THBST

All weapons

CMGTSMMGGTS

Infinite Ammo

BLLTSRRFRND

Unlimited lives

FRTHSTHTRLSCK

Spirit mode

THSSLKSL

Credits

FDTHMGS

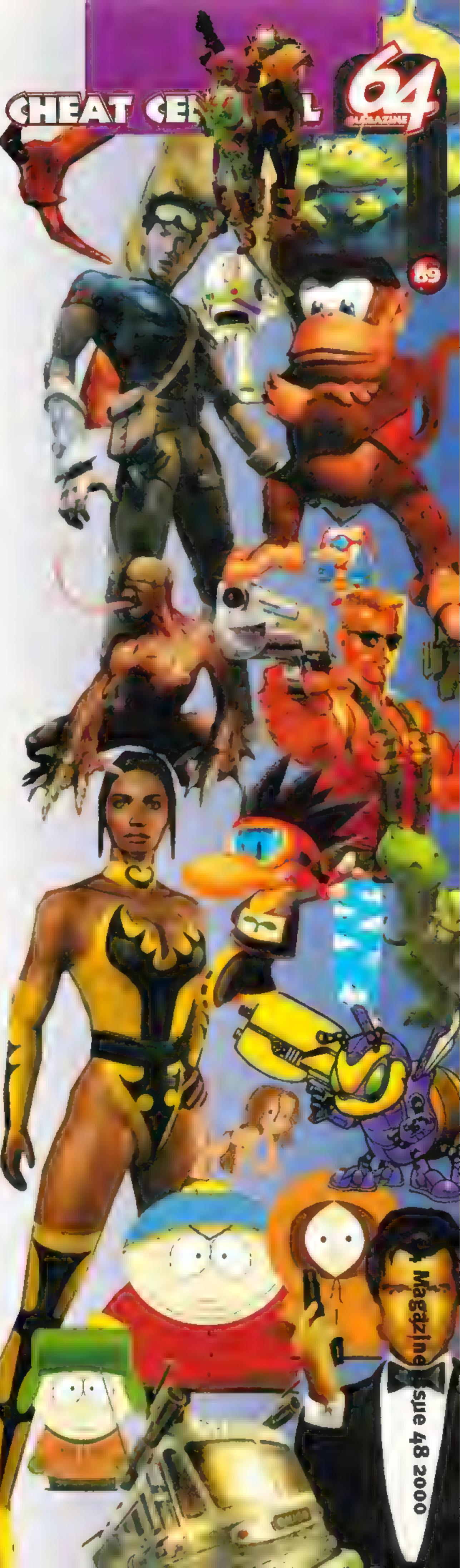
Robin Mode

RBNSMTH

Fly mode

LKMBRD





TURON 3 SEEDS OF EVIL

All entered on cheat entry screen

Big Head mode
UBERNODDLE

Stick Mode
HOLASTICKBOY

Tiny Mode
PIPSQUEAK

Zach's Cheat
AAHGOO

Pen and Ink
IGOTABFA

Gouraud mode
WHATSATTEXTUREMAP

Blackout mode
LIGHTSOUT

Juan's Cheat
HEEERESJUAN

Ultimate Code
BEWAREOBLIVIONISATHAND

TWISTED EDGE: EXTREME SNOWBOARDING

Hidden boarders

Get an overall ranking of first place on each difficulty mode in competition mode.

Bonus Boards
Get first place in each race to get XXX6, Top Gear Rally and Midway Boards. Complete the stunt challenge mode to get the bucky board. Come first on all three courses in the first round of competition mode to get the flower board.

Master Mode
Beat the game on the first three difficulty levels.

Twisted Mode
Beat the game in master mode.

Mirror mode
Beat the game in twisted mode. Boss Snowboard and Bob Come first overall in the mirror course

Hidden G character
First stunt challenge mode with more than 28,000 points and get a first place rating

Quick Start
Press up twice right after the word go vanishes.

TETRISPHERE

Go to the new game option and press L, C, Right and C Down to bring up some weird characters

Lines game
Enter the name LINES.

Access all Levels
Enter the Saturn, Spaceship, Rocket, Heart, skull characters. You'll find a level select when you open a previously saved game.

New Music
Enter G, Alien Head, MEBOY to get some Game Boy style new tunes.

View Credits
Enter CREDITS

VIGILANTE 8

Enter all codes as passwords

All cars
GANGS_UNLOCKED

Y the alien
GIMMIE_DA_ALIEN

Same vehicles in multiplayer
MIX_MATCH_CARS

Missile Power up
MISSILE_ATTACK

Invincibility
LIVE_FOREVER

Quick Firing weapons
FIRE_NO_LIMITS

Low Gravity
A_MOON_GETAWAY

Slow motion mode
GO REALLY SLOW

Expert mode
I_AM_TOUGH_GUY

Level Select
LEVEL_SHORTCUT

View end sequences
LONG_SLIDESHOW

Ultra high resolution mode
MAX_RESOLUTION

THE NEW TETRIS

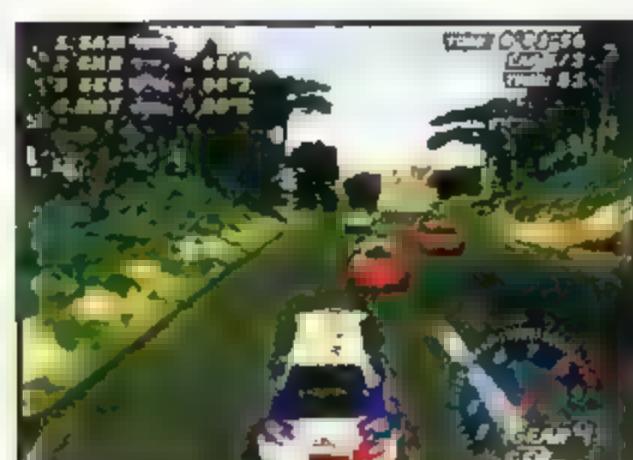
CRAZY MODE

Enter your name on the one player name entry screen as zfast4u.

V-RALLY

Cheat Mode

Push L and R, C Left, C Right, L and R on the press start screen. Press Start, hold Z and L on the mode selection screen until "Cheat Mode" appears.



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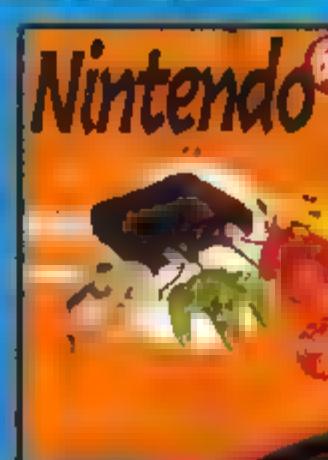
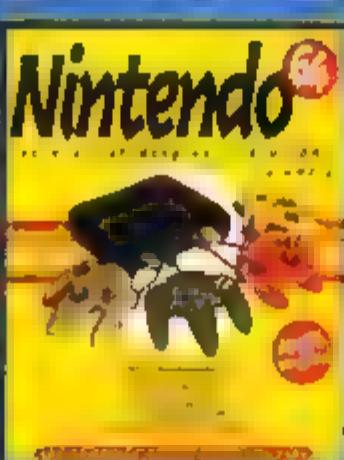


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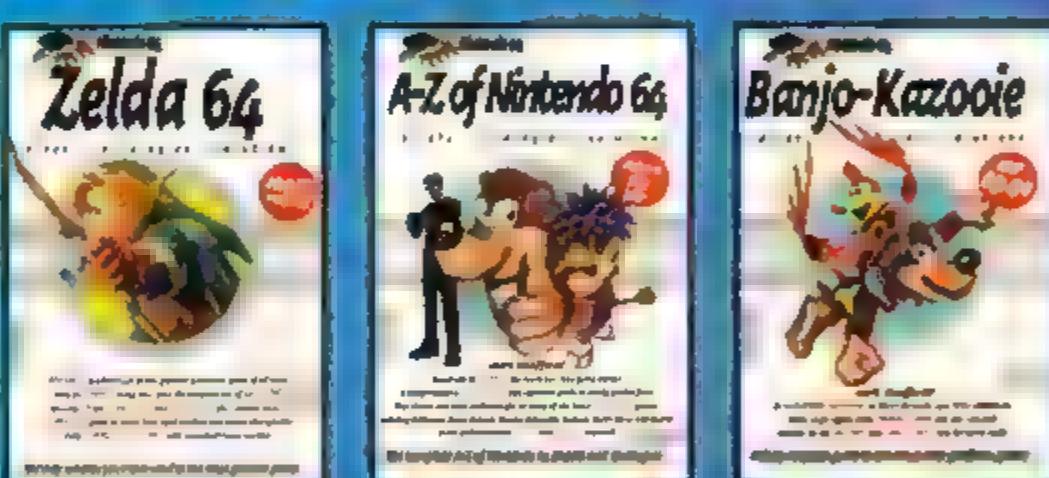
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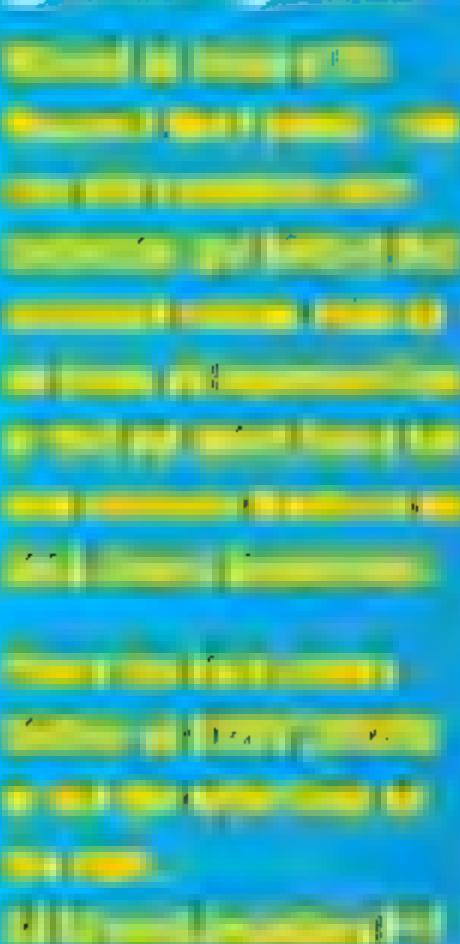
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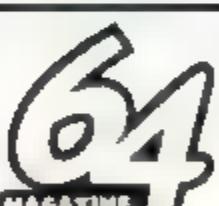
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NINDEX

NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE

ADVENTURE Games involving exploration and problem-solving

BEAT-'EM-UP Fighting games, rather obviously!

PARTY/PUZZLE Designed for multiple players, or a brain teaser

PLATFORM Games that involve precise jumps and acrobatics

RACING Mostly (but not always) involving cars racing each other

SHOOT-'EM-UP The main objective? Kill 'em all!

SPORTS Football, basketball, American football, golf... whatever you're into

STRATEGY/SIMULATION Games that test your brain rather than your reflexes

The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, allowing you to compare different games at a glance.

If you want to get the low-down on any N64 game that's been covered in a previous issue then this is your one-stop buyer's guide. The Nindex is updated each month, and every issue we'll be re-evaluating games from past issues to see just how well they compare to the latest N64 titles. If you need game info then this is where to look!

90% AND ABOVE

If a game gets a 64 Sizzler then it's a game that's well worth buying.

95% AND ABOVE

The Gold Medal Award only goes to those few games that you absolutely must own!



Game Name	Company	1	2	3	4	5	6	7	8	9	10	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2	●	●	●	●	●	●	●	●	●	17	82%	The best snowboarding game on any machine!
40 Winks	BT Interactive	1-2	●	●	●	●	●	●	●	●	●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	●	●	●	●	●	●	●	●	●	29	50%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2	●	●	●	●	●	●	●	●	●	19	20%	Mysmal, sluggish air combat 'game'.
Aero Gauge	ASCN	1-2	●	●	●	●	●	●	●	●	●	19	40%	Slow and unplayable Wipeout rip-off.
Airboarder	Human	1-2	●	●	●	●	●	●	●	●	●	14	73%	Hoverboard game of mixed playability.
All-Star Baseball '98	Acclaim	1-4	●	●	●	●	●	●	●	●	●	16	84%	Good but lagged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4	●	●	●	●	●	●	●	●	●	27	85%	Improved version of the above.
All-Star Baseball 2001	Acclaim	1-4	●	●	●	●	●	●	●	●	●	40	85%	Another great version of this baseball game, only on import though!
All-Star Tennis '99	Ubi Soft	1-4	●	●	●	●	●	●	●	●	●	24	78%	Not entirely successful 'real' tennis game.
Armchair: Project Storm	Acclaim	1-4	●	●	●	●	●	●	●	●	●	34	87%	Torch-based alien blaster – good but slightly outdated.
Army Men: Air Combat	3DO	1-4	●	●	●	●	●	●	●	●	●	45	88%	Fairly nice airborne action, shame about the appalling graphics!
Army Men: Sarge's Heroes	3DO	1-4	●	●	●	●	●	●	●	●	●	35	74%	Recent 3D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crowd	1-4	●	●	●	●	●	●	●	●	●	38	42%	Hard-to-play and unnecessary Asteroids update.
Augusta Masters '98	T&E Soft	1-4	●	●	●	●	●	●	●	●	●	17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4	●	●	●	●	●	●	●	●	●	13	88%	Four-player racer, but not realistic or thrilling.
Benjo-Kazooie	Nintendo	1	●	●	●	●	●	●	●	●	●	18	80%	Excellent (if slightly easy) adventure.
Bassmasters 2000	THQ	1-2	●	●	●	●	●	●	●	●	●	38	84%	Surprisingly playable fishing game.
Batman Of The Future: Return Of The Joker	Ubi Soft	1	●	●	●	●	●	●	●	●	●	46	85%	Fairly bland beat-'em-up which doesn't offer anything particularly new.
Battleland	3DO	1-4	●	●	●	●	●	●	●	●	●	28	78%	Doesn't look like much, but it's a good multiplayer fest!
Battleland: Global Assault	3DO	1-4	●	●	●	●	●	●	●	●	●	37	88%	Much improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crowd	1-4	●	●	●	●	●	●	●	●	●	37	89%	Graphically disappointing but fun shooter with a mixng of strategy.
Beetle Adventures Racing	EN	1-4	●	●	●	●	●	●	●	●	●	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	BT Interactive	1-2	●	●	●	●	●	●	●	●	●	18	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1	●	●	●	●	●	●	●	●	●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Bliss Brothers 2000	Virgin	1-2	●	●	●	●	●	●	●	●	●	43	79%	Amusing, fairly challenging platform adventure that fails to thrill.
Body Harvest	Gremlyn	1	●	●	●	●	●	●	●	●	●	28	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4	●	●	●	●	●	●	●	●	●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Here	Nintendo	1	●	●	●	●	●	●	●	●	●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	●	●	●	●	●	●	●	●	●	12	85%	Sub-par Japanese wrestling game.
Brunswick Circuit Pro Bowling	THQ	1-2	●	●	●	●	●	●	●	●	●	45	55%	A bowling game... with skittles, balls 'n' stuff.
Buck Bonfire	Ubi Soft	1-2	●	●	●	●	●	●	●	●	●	18	82%	Weapon-filled insect shooter with bird fogging.
Bust-A-Move 2	Acclaim	1-2	●	●	●	●	●	●	●	●	●	15	81%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4	●	●	●	●	●	●	●	●	●	22	98%	As BAM2, but now for four players!
Carnage	3DO	1-2	●	●	●	●	●	●	●	●	●	26	45%	Tragically bad sequel to Croc'n USA and World.
Carnageddon 64	3DO	1-2	●	●	●	●	●	●	●	●	●	35	0%	Yes, zero percent! Absolutely the worst N64 game ever!
Carnival	3DO	1	●	●	●	●	●	●	●	●	●	37	85%	Stuffy Victorian adventure, let down by dodgy camera.
Cave Story: Legacy of Darkness	Activision	1	●	●	●	●	●	●	●	●	●	37	85%	Very similar to the first game but great fun all the same!
Chameleon Twist	Ocean	1-4	●	●	●	●	●	●	●	●	●	10	84%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1	●	●	●	●	●	●	●	●	●	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	1	●	●	●	●	●	●	●	●	●	28	88%	Bad puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4	●	●	●	●	●	●	●	●	●	34	88%	South Park version of Mario Party – more a rental than a buyer.
Chopper Attack	BT Interactive	1	●	●	●	●	●	●	●	●	●	11	70%	Flopping Desert Strike-style game with clumsy controls.
Cleyfighter 63 1/3	Interplay	1-2	●	●	●	●	●	●	●	●	●	8	8%	The second-worst game on the N64 after Carmageddon!
Command & Conquer	Nintendo	1	●	●	●	●	●	●	●	●	●	38	90%	Graphically updated and still ultra-playable strategy game.
Croc'n USA	Nintendo	1-2	●	●	●	●	●	●	●	●	●	18	22%	Dated and dismal driving drudgery.
Croc'n World	Nintendo	1-4	●	●	●	●	●	●	●	●	●	18	23%	A sequel that's nearly as bad as the original!
Cyber Tiger	EA Sports	1-2	●	●	●	●	●	●	●	●	●	37	83%	A fun little golf game with some nice features!
Darkkatsu	Kemco	1-4	●	●	●	●	●	●	●	●	●	38	84%	An intelligent first-person shooter – whatever next!
Dark Rift	Wic3 Total	1-2	●	●	●	●	●	●	●	●	●	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4	●	●	●	●	●	●	●	●	●	34	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4	●	●	●	●	●	●	●	●	●	7	84%	Fun mix of racing and exploration.
Donald Duck: Quack Attack	Ubi Soft	1	●	●	●	●	●	●	●	●	●	46	85%	Disney's Duck gets his kick-up in this amusing but tricky platform adventure.
Donkey Kong 64	Nintendo	1-4	●	●	●	●	●	●	●	●	●	34	93%	Huge platform adventure that's like Banjo, only more so.
Doom 64	BT Interactive	1	●	●	●	●	●	●	●	●	●	11	78%	Mesmeric but dated upgrade of the old PC classic.
Doraemon	Epoch	1	●	●	●	●	●	●	●	●	●	3	30%	Snoozesome Japanese Mario clone for kids.

OUR TOP TEN!

1: TOM AND JERRY 

2: PERFECT DARK 

3: STARCRAFT 64 

4: GOLDENEYE 

5: STAR WARS: EPISODE 2 

6: TWINE 

7: ZELDA 

8: WORMS 

9: MARIO TENNIS 

10: WWF: NO MERCY

64 TOP SHOOT-'EM-UPS

Game Name	Company	Issue	Score	Comment	
Dual Heroes	Hudson	2	●	8 18% Appalling fighter that offers no challenge whatsoever.	
Duck Dodgers In The 24th & A Half Century	Infogrames	1	●	45 85% Humorous cartoon escapade with Buck Rogers' feathered alter-ego.	
Duke Nukem 64	GT Interactive	14	●	7 81% Poor conversion of the PC title - anemic.	
Duke Nukem: Zero Hour	GT Interactive	1-4	● ● ●	27 89% Fine alien blaster with the same-as-64s hero.	
Earthworm Jim 3D	Virgin	1	●	33 87% Thoroughly mad and highly entertaining platformer.	
ECW Hardcore	Acclaim	14	● ●	37 84% Rather disappointing wrestling game, not up to the usual Acclaim standard.	
EPGA Tour Golf	Infogrames	1-4	● ●	38 87% Slow and clumsy golf sim.	
Excitebike 64	Nintendo	1-4	● ● ●	41 84% Motorcycle racing title never lived up to potential.	
Extreme G	Acclaim	1-4	● ● ●	7 77% Futuristic bike racing game - hard to control.	
F1 Pole Position	HiSoft	2	1-2	● ● ●	8 83% Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2	●	16 84% Excellent, though very basic, Formula 1 simulation.	
F-1 World Grand Prix II	Nintendo	1-2	● ● ●	20 86% Slightly faster sequel, but not really a big advance.	
FIFA 64	EA Sports	14	●	2 18% A travesty of The Beautiful Game, awful in every way.	
FIFA '99	EA Sports	14	● ●	24 89% Best of the <i>FIFA</i> series, until the next one!	
FIFA: Road To World Cup '98	EA Sports	1-4	●	8 88% Vastly better than <i>FIFA 64</i> , but now replaced by <i>FIFA '99</i> .	
Fighter's Destiny	Ocean	1-2	● ●	● 11 80% One of the better N64 fighters.	
Fighter's Destiny 2	Southpeak Interactive	1-4	● ●	44 78% Above average beat-'em-up offering nothing new over the original.	
Fighting Force 64	Crave	2	● ●	20 82% Past-it PlayStation port.	
Flying Dragon	Interplay	1-2	● ●	● 30 78% Fan fighting game, though it's not exactly <i>Street Fighter</i> .	
Forsaken	Acclaim	1-4	● ● ●	14 86% A kind of <i>Terminator</i> - good, but same levels very familiar.	
F-Zero X	Nintendo	1-4	● ●	17 80% Ultra-fast, super-smooth hi-tech racing. Very challenging.	
GASP!! Fighters' Nextreme	Konami	1-2	● ●	21 82% Jerky, mediocre game with a fighter creation mode.	
Gauntlet Legends	Midway	1-4	● ● ●	33 82% Worthy update of the arcade classic, with a few minor flaws.	
Geek: Enter The Gecko	GT Interactive	1	●	18 80% Lizardly platformer that speaks films and TV shows.	
Geek 3: Deep Cover Gecko	Crave	1	● ●	33 73% Competent but utterly unoriginal platform sequel.	
The Glory Of St Andrews	Seta	1-4	●	3 10% Hilariously bad shot at doing an N64 golf game.	
Glover	Hasbro	1	●	29 85% Appealing platform/puzzle game crossbreed.	
Goremon 2	Konami	1-2	●	24 80% Enjoyable side-on platformer.	
GoldenEye	Nintendo	1-4	● ●	9 85% The best multi-player game on N64. Great for lone players too.	
GT 64	Ocean	1-2	● ●	16 84% Chunky, unrealists and dull racing game.	
Harvest Moon	Netsume	1	●	39 84% Farming fun with this mad RPG - and it's pretty good!	
Hercules	Titus	1	● ●	44 80% Entertaining but not quite as good as the original.	
Hexen	GT Interactive	1-4	●	30 80% Completely crap port of the PC doom-clone series.	
King Magic Century	Nintendo	1	●	31 80% Another great game from the developer of <i>GoldenEye</i> .	

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TEST OF TIME

Issue 7 saw the arrival of *Diddy Kong Racing*, so it seems appropriate to look back at it now, as Rare's newest racer comes in for review. Has Diddy stood the test of time...?



Diddy Kong Racing

Nintendo • £49.99

Original Rating: 95%

When this first came into the office we were overcome by awe at the graphics, the speed and the annoying noises the characters made. At the time it was fantastic, and it's still tremendous fun to play - although the graphics don't have the impact they once did. If you like *Mickey's Speedway* and haven't played this yet, track down a copy!



Duke Nukem 64

GT Interactive • £59.99

Original Rating: 90%

Another title which wowed us at the time and which is still pretty good fun to play today! Now the graphics definitely look a little dated and the gameplay doesn't measure up to *Quake II* or *Perfect Dark*, but this is still worth a look for anyone who's into first-person shoot-'em-ups. Find out what all the fuss was about!



Extreme-G

Acclaim • £59.99

Original Rating: 90%

One of the first games Roy ever reviewed, this one was also one of the very early N64 racers. Still fast and fun to play, but many titles since have improved on the graphics and the handling. No longer 'the definitive N64 race game' that Roy originally branded it, although that quote does still adorn the game boxes - doh!

Score:

84% Score:

81% Score:

77%

Game Name	Company	1-2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520	521	522	523	524	525	526	527	528	529	530	531	532	533	534	535	536	537	538	539	540	541	542	543	544	545	546	547	548	549	550	551	552	553	554	555	556	557	558	559	560	561	562	563	564	565	566	567	568	569	570	571	572	573	574	575	576	577	578	579	580	581	582	583	584	585	586	587	588	589	590	591	592	593	594	595	596	597	598	599	600	601	602	603	604	605	606	607	608	609	610	611	612	613	614	615	616	617	618	619	620	621	622	623	624	625	626	627	628	629	630	631	632	633	634	635	636	637	638	639	640	641	642	643	644	645	646	647	648	649	650	651	652	653	654	655	656	657	658	659	660	661	662	663	664	665	666	667	668	669	670	671	672	673	674	675	676	677	678	679	680	681	682	683	684	685	686	687	688	689	690	691	692	693	694	695	696	697	698	699	700	701	702	703	704	705	706	707	708	709	710	711	712	713	714	715	716	717	718	719	720	721	722	723	724	725	726	727	728	729	730	731	732	733	734	735	736	737	738	739	740	741	742	743	744	745	746	747	748	749	750	751	752	753	754	755	756	757	758	759	760	761	762	763	764	765	766	767	768	769	770	771	772	773	774	775	776	777	778	779	780	781	782	783	784	785	786	787	788	789	790	791	792	793	794	795	796	797	798	799	800	801	802	803	804	805	806	807	808	809	810	811	812	813	814	815	816	817	818	819	820	821	822	823	824	825	826	827	828	829	830	831	832	833	834	835	836	837	838	839	840	841	842	843	844	845	846	847	848	849	850	851	852	853	854	855	856	857	858	859	860	861	862	863	864	865	866	867	868	869	870	871	872	873	874	875	876	877	878	879	880	881	882	883	884	885	886	887	888	889	890	891	892	893	894	895	896	897	898	899	900	901	902	903	904	905	906	907	908	909	910	911	912	913	914	915	916	917	918	919	920	921	922	923	924	925	926	927	928	929	930	931	932	933	934	935	936	937	938	939	940	941	942	943	944	945	946	947	948	949	950	951	952	953	954	955	956	957	958	959	960	961	962	963	964	965	966	967	968	969	970	971	972	973	974

64 TOP RACING GAMES

Rank	Game	Score
1	F-1 World Grand Prix	95%
2	F-1 World Championship	94%
3	Moto Racer 64	93%
4	Micro Machines	92%
5	Formula 64	90%
6	F-Zero X	89%

64 TOP SPORTS GAMES

Rank	Game	Score
1	ISS '98	95%
2	Tony Hawk's Skateboarding	94%
3	ISS 64	93%
4	Mario Tennis	93%
5	Michael Owen's WLS 2000	92%

64 TOP GAMEBOY COLOR TITLES

Rank	Game	Score
1	Super Mario Advance	95%
2	Donkey Kong Advance	94%
3	Super Mario 64 Advance	93%
4	Metroid Advance	92%
5	Final Fantasy Advance	91%

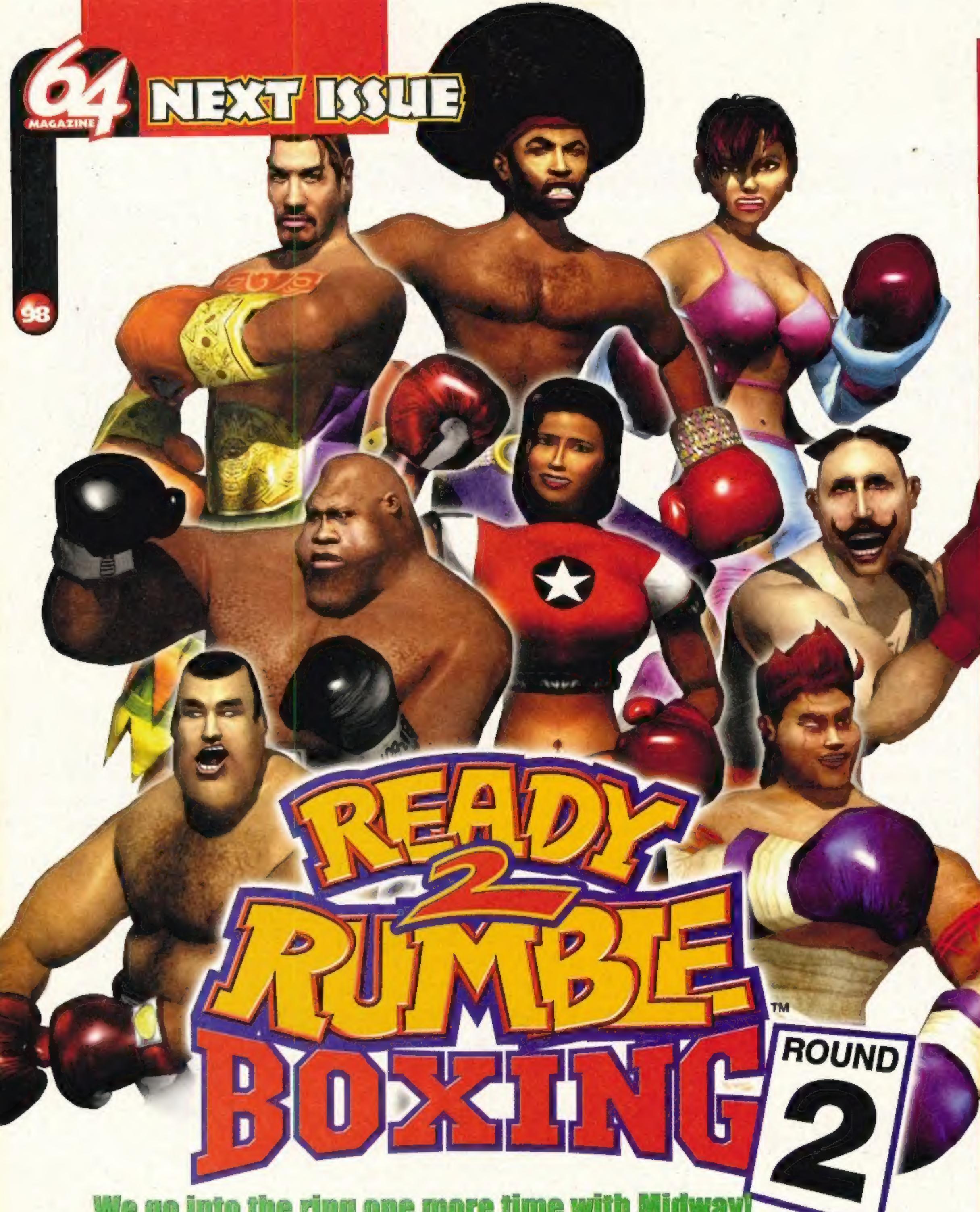
Game Name	Company	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289
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64
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NEXT ISSUE

98



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C: 03

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Chef's Luv Shack
Chu Chu Rocket
Civilization
Colonization
Command and Conquer 2
Cool Boarders
Cool World
Crazy Taxi
Cutthroats
Cyberia

D: 04

Dark Forces 2
Dark Seed
Darksun
Daytona USA 2
Dead Or Alive 2
Dead Or Alive 2
Deathtrap Dungeon
Descent 2
Descent 3
Diablo
Die Hard Trilogy
Discworld
Discworld 2
DrumMania
Dynamite Cop
Dynasty Warriors 2

E: 05

EA Sports Cricket
Earthworm Jim 2
Earthworm Jim 3D
Ecco the Dolphin
ECW Hardcore Revolution
Eternal Ring
Evolution
Evolution: The World Of
Sacred Device
Expendable
Extreme G2

F: 06

F355 Challenge
Fighting Force 2

Flag to Flag
Flight Unlimited 2
Four Wheel Thunder
Fox College Hoops '99
Full Throttle
Future Wars

G: 07

Gauntlet Legends
Gemfire
Get Bass
Get Medieval
Giga Wing
Gradius III & IV
Grand Theft Auto 2
Gunbird 2
Gundam side story 0079: Rise from the
Ashes

H: 08

Hardcore Heat
Hardcore Heat
House of the Dead
Immortal

I: 09

Ishar 3

J: 10

James Bond
Jikkyou World Soccer 2000
Jimmy White's 2: Cueball
JoJo's Bizarre Adventure

K: 11

Kessen
Killer Loop
King of Fighters Dream Match '99

L: 12

Legacy of Kain
M: 13
Mag Force Racing
Maken X
Marvel vs. Capcom 2: New Age Of
Heroes

Marvel vs Capcom

MDK

MDK 2

Men In Black

Metal gear Solid

Metal Slug

Might & Magic 8

Mission Impossible

Mortal Kombat Gold

Mr Driller

Myth

Myth 2 Soulblighter

N: 14

Namco Museum
NBA 2K
NBA Showtime: NBA on NBC
NFL 2000
NFL Blitz 2000
NHL 2K

Nightmare Creatures 2

Nocturne

O: 15

Outcast
Overseer

P: 16

Parasite Eve
Plasma Sword
Pokemon Stadium
Pop'n Music
Power Stone
Power Stone 2
Psychic Force 2012
Puyo-Puyo 4

Q: 17

Quake
Quake 2
R: 18
Racer
Rainbow 6
Rayman 2: The Great Escape
Re-Volt
Red Alert
Resident Evil
Resident Evil 2
Resident Evil DC
Resident Evil: Code Veronica
Ridge Racer 4
Ridge Racer 5
Roadsters
Robotron X
Rogue Squadron

S: 19

Samba de Amigo
Seaman
Sega Rally 2
Settlers 3
Shadow Tower
Shadowman
Shutoko Battle
Shutoko Battle 2
Silent Hill
Silver
Sin
Sky Surfer
Slave Zero
Sonic & Knuckles
Sonic Adventure
Soul Edge
Soul Fighter
Soul Reaver
South Park Rally
Space Channel 5
Space Quest 2
Speed Devils
Street Fighter Alpha
Street Fighter EX 3
Street Fighter III 3rd Strike
Striker Pro 2000
Super Gokuden Messiah
Super Runabout
Super Speed Racing

T: 20

Tech Romancer

Tee-Off
Tekken Tag Tournament
Test Drive 6
The Dig
The House Of The Dead 2
Theme Hospital
Thief
Time Stalkers
TNN Motorsports
Tokyo Extreme Racer
Tomb Raider 3
Tony Hawk's Pro Skater
Toy Commander
TrickStyle

U: 21

Unreal
Urban Chaos

V: 22

V-Rally 2
Virtua Cop 2
Virtua Fighter 3th
Virtua Fighter Series
Virtua Striker 2
Virtua Tennis

W: 23

Wacky Races
Wetrix+
4 Wheel Thunder
Wipe out 2097
Wizadry 7
Worms
Worms 2
Worms Armageddon
WWF Attitude
WWF: Royal Rumble

X: 24

Y: 25

Yoshi's Story

Z: 26

Zelda
Zombie Revenge
Zork III

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